





Fly, swing, dive, climb, and battle at 60 fps in 54 levels throughout 21 immense worlds ... or die trying. It's that intense, even the graphics are heart-stopping. With all new bonus levels, multi-player mini game, and internet downloads, it's the 3D adventure to die for.











also available for











"...Viciously entertaining blend of fantasy and action..."
- official Draemcast Magazine

"...the slasher that die-hard action gamers crave..."
-IGN Dreamcast.com

"A GREAT LOOKING SWORD AND SORCERY EPIC WITH A DEEP COMBAT SYSTEM AND A STRONG RPG FLAVOR..." -NEXTGEN

15 LEVELS FEATURING DYNAMIC LIGHTING AND SMOOTHLY INTEGRATED INDOOR AND OUTDOOR LOCATIONS.

Over 30 Fierce enemies including incredibly detailed archenemies like the Insect Queen and Dragon Lord.

Play as a warrior or sorceress and take advantage of their unique abilities.

22 SPELLS, EACH WITH DRAMATIC EFFECTS.

Sega Dreamcast.





Team GameFan

Editorial Department

EDITORIAL DIRECTOR Eric Mylonas

EXECUTIVE EDITOR Tyrone Rodriguez

THIRD PARTY LIAISON **Geoff Higgins**

SENIOR EDITOR **George Ngo**

ASSOCIATE EDITOR Jason Weitzner

CODES/STRATEGY EDITOR **Anthony Chau**

ANIME EDITOR **Eric Patterson**

EUROPEAN CORRESPONDENT

Thomas Puha

COPY EDITOR Sean Halliburton

CONTRIBUTING EDITORS Kevin Deselms Matt Van Stone **Rick Mears**

Art Department

MANAGING ART DIRECTOR **Bruce Stockert**

SENIOR ART DIRECTOR Mike Wakamatsu

ASSOCIATE ART DIRECTOR Kim Tran

Shinno Media

PRESIDENT Jay Puryear V.P. SALES/MARKETING Brian Olshever

V.P. OPERATIONS Jody Seltzer

ADMINISTRATIVE ASSISTANT Jennifer Henkel

RETAIL DISTRIBUTION MCC Irwin Billman Ralph Perricelli

For advertising inquiries only: Brian Olshever (818) 676-1560/Fax: (818) 676-1569

BPA International Membership Applied for November 1999

ISSN# 1092-7212

GameFan Magazine P.O. Box 630 Big Sandy, TX 75755-0630

n this edition of Ed Zone, I could prattle on at length about the impending release of the PlayStation 2 to an eager Japanese (and import) market, but I think I'll save that till next issue—no sense in making half-baked predictions without the facts, right? Instead, I think I'm going to say a little something about their potential uphill battle in the U.S. See, the odd thing is that if you even speculated that Sony had any chinks in its proverbial armor, you'd be laughed at, derided, and generally made the laughing stock for a good long time (outside of the sycophantic Internet Sega fanboy club, of course). But here I can make some solid predictions—at least somewhat solid, based on the evidence at hand...

Now, by this very moment, as you cradle this issue in your hands, Sega's sold-through a staggering two million units into American and Canadian households—in just a hair over six months. Let me repeat that: two million units sold into North American homes, not sitting on retailers' shelves gathering dust. Sega's momentum is still going strong, post-holidays. Now you can hand me the whole "Sega's just reaping the rewards of a broadened market that started when Sony debuted the PlayStation," which is fineyou're correct, at least in part. But is it that simple, as simple as a

lot of pundits and industry 'experts' would have you believe?
Timing, as they say, is everything... and it's obviously one of the reasons Sony's keen on getting the PS2 out to the American public as briskly as possible, despite the fact that they're making mountains of cash. See, Sony realizes that the PlayStation hardware's old... 'geological old.' In a world where new graphic technologies materialize every six months, the PS is a dinosaur. Sony knows it, we know it, you know it. It's one of the key reasons the Dreamcast has sold so well. After all, given the option, what would you rather have—the newest, hottest thing since, well, the PlayStation, or a tired old horse ready to be shipped off the glue factory? Unfortunately, I'm a rather firm believer that Sony may have waited just a little long.

With history as our guide, let's take a brief look at what Sega managed to do to Nintendo with a sizeable head start. We all remember that, right? The Genesis launched two full years ahead of the Super Nintendo, and gave Sega at least a fighting chance-and they managed to capitalize big-time with the release of Sonic the Hedgehog in the summer of '91. Not only had Sega built up a sizeable user base prior to the SNES' release, but they also marketed the hell out of it, and its system became a household name in the process. Chalk up part of that success to Nintendo's own pig-headedness (something they once again failed to learn when taking on Sony-broken noses hurt, and hurt a lot) and failure to introduce the SNES at an earlier juncture. All of this just to milk a little more money out of the NES and, more importantly, revel in the half-baked notion that they were truly invincible. And, sure, Nintendo caught up (eventually), but at what price? They'll never dominate the market the way they once did, Pokémon or no. The thing is, Sony's in much the same position this time around. Hell, Sega made the same grave error Nintendo made

(nearly five million worldwide) six months prior to the PS2's U.S. debut, and economies of scale are bound to start kicking in anytime now (the lower-priced DC unit that debuted in Japan recently is a good example of this). Simply put: Sega had a nice price advantage before (\$199.99 MSRP), and the smart bet's that Sega will be intelligent enough to be pro-active and drop the Dreamcast's price in the U.S. (several sharp blows to the head are bound to jar something loose). I'd also wager that they're not going to wait till the launch of the PS2 to do it (no "Well it's here, let's drop the price" shenanigans). What am I getting at? Well, it's quite simple, really: America's made up of Wal Mart and Best Buy customers, and no offense to them, but they're not likely to be your most savvy... To them, the difference in graphic quality between DC and PS2 will be a marginal one. And what's going to make their purchasing decision really simple? Price. We all know that the DC's going to be a lot cheaper than the PS2 (yeah, I could be wrong, but... nahhhh).

Sure, I could factor in Internet connectivity out of the box. Sega's finally getting around to debuting an online gaming network (free play, right Sega?) that they'll probably market to death, as well as a host of new games including Sonic Adventure 2, NFL2001. NBA 2001, and a suite of hot third-party titles (hope you third-party types realize that there is Dreamcast life beyond Christmas 2K) to round things out. But it's all going to come down to two things: price and momentum. Sega's going to have both well in hand... and then, of course, there's the 'Wild Card' (a.k.a. Nintendo). It all certainly makes for an interesting 4th Quarter, doesn't it?

So you tell me-is Sony in for an uphill battle? Does any of the above make any sense? Am I off my ass? Let me know. As always, I can be reached by email at ecm@gamefan.com, or good ol' snail mail

(we still love those paper cuts). care of the Postmeister's address. While I'm donning my flame retardant gear (I'm sure there'll be a nice fat load of nasty mail in short order), be sure to check out what may be the best PS2 game heading the pike: Oddworld Inhabitants' Munch's Oddysee. I'll be back next month when the topic will be bitter, belligerent game editors and the Internet users that hate them. Until then, I'm...

Eric Mylonas

GameFan (USPS 014-907) (ISSN 1092-7212) Volume 8 Issue 4 April 2000. Published monthly by Shinno Media Corp. 6301 DeSoto Avenue Unit E, Woodland Hills, CA 91367. One year subscription (12 issues) is \$23.99 (U.S.), \$49.99 (Canadian), \$69.99 (Foreign). Please remit in U.S. funds only. Please allow 60 days for your first issue. Periodicals Postage Paid at Woodland Hills, CA and at additional mailing offices. POSTMASTER: Send change of address form to: GameFan, P.O. Box 630, Big Sandy, TX 75755-9811.



am car



TABLE OF CONTENTS

Volume 8. Issue 4

April 2000

16

30

48 66

84 90 94

96 104

COVER STORY



	PATRICK "SPAZ" SPAZIENTE	

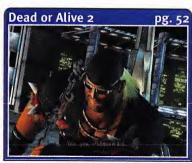
COVER ART BY PATRICK "SPAZ"	SPA
Munch's Oddysee	_(
Editorial Zone	(
Most Wanted/Top Ten	(
Editors' Roundup	7
Viewpoints	(
PlayStation	(
Nintendo 64	7
Dreamcast	(
Europa	7
Japan Now	7
Imports	7
GameFan Sports	7
Quarter Crunchers	(
Graveyard	(
AnimeFan	7
Hocus Pocus	(
Other Stuff	(
Postmeister	(
Advertiser's Index	(











INDEX	
AERO DANCING F (DC IMPORT)	
ALUNDRA 2 (PS)	
BLUES BROTHERS 2000 (N64)	
CARRIER (DC)	
CHOCOBO COLLECTION (PS IMPORT)	
COLIN MCRAE RALLY (PS)	
CRISIS ZONE (ARCADE)	
D2 (DC IMPORT)	
DEAD OR ALIVE 2 (DC)	52, 1
DECEPTION III: DARK DELUSION (PS)	
DEVIL DICE 2 (PS IMPORT)	
DIE HARD TRILOGY 2 (PS)	
DISNEY RACER (PS)	
DRAGON QUEST 7: WARRIORS OF EDEN	
DUCK DODGERS (N64)	
18 WHEELER: AMERICAN PRO TRUCKER (ARCAD	E)
FUR FIGHTERS (DC)	
GAUNTLET (DC)	
GRANDIA II (DC IMPORT)	
GRIND SESSION (PS)	
HERCULES (N64)	
Нот Sнотs 2 (PS)	
KIRBY 64 (N64)	
MARIO PARTY 2 (N64)	
Munch's Oddysee (PS2)	
NBA on NBC: NBA Showtime (Arcade)	
NHL 2K (DC)	
PARASITE EVE II (PS IMPORT)	8
POKEMON STADIUM (N64)	
RAINBOW COTTON (DC IMPORT)	
RAYMAN 2 (DC)	
RESIDENT EVIL: CODE VERONICA (DC)	
RESIDENT EVIL: SURVIVOR (PS)	
RHAPSODY (PS)	
ROADSTERS (DC)	
ROADSTERS (N64)	10
SAMMY SOSA SOFTBALL (PS)	
SEGA GT (DC)	6
SILENT BOMBER (PS)	
	3
STREET FIGHTER III DOUBLE IMPACT (DC)	
STRIKERS 1945 PLUS (ARCADE)	
STUNT RACER 3000 (N64)	
Syphon Filter 2 (PS)	
TECH ROMANCER (DC)	
TIME STALKERS (DC)	
TONY HAWK PRO SKATER (DC)	
Toy Story 2 (N64)	
TRIPLE PLAY 2001 (PS)	
VALKYRIE PROFILE (PS IMPORT)	
VANISHING POINT (PS)	
VIGILANTE 8 (N64)	
WILD ARMS II (PS) XENA (N64)	
A F NA I NA/II	10

XEXEX (ARCADE)



In the 21st Century terrorism reigns supreme in an ever eroding environment. Aboard the Heimdal Aircraft Carrier, survival is all that matters! It's a new world – savage, deadly, wasteland where you save whoever is still alive and to hell with the dead.

To control Earth, the Southern Cross bombs the Heimdal, setting free ARK – a prehistoric organism. ARK implants itself in humans making them hideous, monstrous drones that carry ARK seeds and infect others determined to eliminate ALL of humanity. ARK breeds, mutates, and insanely lusts for the end of human life.

Even if it looks human, it may be an ARK drone.

You are part of an elite unit chosen to isolate and destroy ARK on the Heimdal before it reaches land. You must blast your way through a gloomy labyrinth of hallways, flooded control rooms and security levels, battling sinister mutants, while gaining clues and power as you advance. You never know what's lurking in the murky water or around the next corner. Meanwhile, ARK is gaining power after attaching itself to the nuclear core of the Heimdal. Sheer wit and brute force are all that can save you.

ARK Got Its Ass Kicked!













© 2000 Jaleco Ltd. All Rights Reserved. Published by Jaleco USA. Sega, Dreamcast and the Dreamcast Logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.

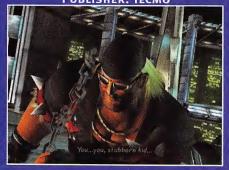
www.jaleco.com

TOP TEN MOST WANTED

April 2000

DEAD OR ALIVE 2

PUBLISHER: TECMO



READER'S TOP TEN

- 1) SHEN MUE DC
- 2) CRAZY TAXI DC
- 3) Wrestlemania 2000 N64
- 4) CHU CHU ROCKET DC
- 5) OUAKE III PC

- 6) UNREAL TOURNAMENT PC
- 7) SFIII:DI DC
- 8) NBA SHOWTIME DC
- 9) CRASH TEAM RACING PS
- 10) RAYMAN 2 N64



READER'S MOST WANTED

- 1) DOA2 DC
- 2) RE: CODE VERONICA DC
- 3) TEKKEN TAG TOURN. PS2
- 4) RIDGE RACER V PS2
- 5) SNK vs. CAPCOM DC

- 6) GRAN TURISMO 2000 PS2
- 7) VAGRANT STORY PS
- 8) NINIA GAIDEN PS2
- 9) TONY HAWK PRO SKATER 2 PS2
- 10) Kiss DC

GAMEFAN EDITORS' TOP TEN

*IMPORT TITLE



- 1) MEDIEVIL 2 PS
- 2) RE: CODE VERONICA DC
- 3) DEAD OR ALIVE 2 DC
- 4) CRAZY TAXI DC
- 5) SNK vs. CAPCOM NGPC
- 6) VIRTUAL ON: OT* DC
- 7) ROCKET N64
- 8) PARODIUS DELUXE* SS
- 9) XEXEX ARCADE
- 10) Spriggan* Turbo Duo



- 1) DEAD OR ALIVE 2 DC
- 2) RE: CODE VERONICA DC
- 3) CRAZY TAXI DC 4) SYPHON FILTER 2 - PS
- 5) CRASH TEAM RACING PS
- 6) WIPEOUT 3 PS
- 7) SF ZERO 3* DC
- VIRTUAL ON: OT* DC 9) WORMS: ARMAGEDDON - PC
- 10) C&C: TIBERIAN SUN PC



- 1) UNREAL TOURNAMENT PC
- 2) SF EX 2 PLUS* PS
- 3) ARMORED CORE: MOA PS
- 4) TEKKEN TAG TOURN. PS2
- 5) TOMBA! 2 PS
- 6) GRAN TURISMO 2 PS 7) DEAD OR ALIVE 2 - DC
- 8) SILENT BOMBER PS
- 9) SF ALPHA 3 DC
- 10) RE: CODE VERONICA DC



- 1) SAMBA DE AMIGO ARCADE
- 2) Typing of the Dead Arcade
- 3) VIRTUAL ON: OT* DC
- 4) DECEPTION 3 PS
- 5) MARS TV ARCADE
- 6) VALKYRIE PROFILE* PS
- 7) DEAD OR ALIVE 2 DC 8) PARASITE EVE 2 - PS

6) *Нот Sнотs 2* - PS

- 9) SF ALPHA 2 ARCADE
- 10) JAMES CLAVELL'S SHOGUN C64



- 1) DEAD OR ALIVE 2 DC
- 2) CRAZY TAXI DC
- 3) SALAMANDER 2 ARCADE
- 4) ABE'S EXODDUS PS
- 5) CARRIER DC
- 6) VIRTUAL ON: OT* DC
- 7) SFIII DI DC
- 8) SILENT BOMBER PS
- 9) CRASH TEAM RACING PS
- 10) BANGAIO* DC



- 1) EVERQUEST PC
- 2) SOLDIER OF FORTUNE PC
- 3) SYPHON FILTER 2 PS 4) DEVIL DICE 2* PS
- 5) WORMS: ARMAGEDDON PC
- 7) MEDIEVIL 2 PS 8) COLIN MCRAE RALLY - PS
 - 9) NHL 2K DC

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

ALL YOU HAVE TO DO TO ENTER THE DRAWING IS WRITE DOWN A LIST OF YOUR TOP 10 FAVORITE GAMES AND THE 10 GAMES YOU WANT THE MOST THAT AREN'T OUT YET, ON A PIECE OF PAPER OR A POSTCARD THEN SEND THEM TO: GAMEFAN TOP TEN, 6301 DESOTO AVE., SUITE E, WOODLAND HILLS, CA 91367

First Prize:

GAMEBOY

Second Prize:

YOUR CHOICE OF ONE OF THE PICKS OF THE MONTH IN VIEWPOINT.

Third Prize:

A FREE YEAR OF GAMEFAN! THE BEST MAGAZINE IN THE UNIVERSE!

CONGRATULATIONS TO LAST MONTH'S WINNERS:

FIRST PRIZE: TIM KIM

SECOND PRIZE: DAVID HUNT

THIRD PRIZE: TOM LILLEHOFF

GARDEN GROVE, CA WALLA WALLA, WA BISMARCK, ND

DRAWING IS LIMITED TO ONE (1) ENTRY PER PERSON PER MONTH. DRAWINGS WILL BE HELD ON THE 21ST OF EACH MONTH. THE THREE (3) WINNERS WILL BE NOTIFIED BY MAIL AND LISTED ON THIS PAGE. FOR A COMPLETE LIST OF RULES AND REGULATIONS WRITE: GAMEFAN TOP TEN

WITH SELF-ADDRESSED & STAMPED ENVELOPE.

DEVELOPER'S TOP TEN

- 1. Civilization (series) PC, PS
- 2. WarCraft II PC
- 3. Spyro 2 PS
- 4. Asheron's Call PC
- 5. Diablo PC
- 6. Mario 64 N64
- 7. Wave Race N64
- 8. Driver PS
- 9. Reach For The Stars Apple II
- 10. Oddworld: Abe's Oddysee PS

10) DIE HARD TRILOGY 2 - PS THIS MONTH'S GUEST: ASSISTANT DIRECTOR, ODDWORLD INHABITANTS

CIVILIZATION II



PUBLISHER: MICROPROSE (PC) ACTIVISION (PS)

"Civilization and Civilization II are the finest turn-based strategy games ever developed and have the longest play life of any games that I've played. WarCraft II and Spyro set the mark for tuning, attention to detail and addictive gameplay. Asheron's Call is the best representative of online gaming I've yet played while Diablo took the tedium out of computer role-playing games for me. Mario 64, Wave Race 64 and Driver have terrific controls and physics while Reach For The Stars has great "non-cheating" Al that I still enjoy playing. Abe's Oddysee is the most important game on this list because after playing a beta version of the game, I immediately joined the Oddworld team."



Last month, you heard about our triumphs, returning from Christmas break all the merrier, with smiles and happy tales for everyone. But peace and tranquility does not a good story make. So in the interests of fair play, we dug around for a little dirt on our editors and now present you with... GameFan's Lowest Moments in Gaming!

ecm@gamefan.com



ECM

Sitting in the GameFan hotseat, under the watchful eyes of his peers and an Eidos PR rep, ECM played *Ninja*. Watching helplessly as his purple ninja slipped off a log and fell to a watery death, ECM claimed it was poor control... and thus, Weak Sauce was born.

ghiggins@gamefan.com



THE JUDGE

After stomping the staff of Video Games magazine at Tekken, The Judge thought he was pretty good. But one day, he met his match. In a nearby, unsuspecting arcade, he was demolished by none other than... Todd Bridges! "Whatchoo talkin' about Willis?" Oh, the humanity!

eggo@gamefan.com



EGGO

While Eggo has had his share of weak sauce moments (e.g., losing to Fury), the worst has got to be Midway's *NBA Showtime* tournament for DC. The person who handed him his first loss? The Prince of Gaming Music Tommy Tallarico!

furv@gamefan.com



FURY

Fury was so excited after beating Super Ghouls 'N Ghosts on the SNES that he ran out of the room to get a camera to record this precious moment. When he returned, he was just in time to see a naked Arthur die to a level 1 zombie. Bracelet? What bracelet?

cerberus@gamefan.com



CERBERUS

Cerberus will forever rue the day he picked up the controller and challenged Fury to a game of CTR. Bragging about his skills in Thug Tactics, Garden Grove-style driving, the match was made more interesting by a friendly wager... which Cerberus lost... badly.

THE 6th MAN



The 6th Man's career is full of gaming low points: pronouncing games wrong like Tuhroke 2 or Duke New-kem. Playing Street Fighter: The Movie in plain view where everybody else could see (and having fun no less!). The list goes on and on...

www.gamefan.com



7514E art

reubus@gamefan.com



REUBUS

Warning! This will sicken RPG fans. Reubus recently disclosed—during a temporary lapse of lucidity—that the only RPG which he has played all the way through is... <cover your eyes, children> Beyond!

waka@gamefan.com



WAKA

This one shouldn't surprise longtime readers. Rock-bottom for Waka's gaming career was the first time he played EverQuest. And with PS2 coming out... he'll have even more virtual friends.

tao@gamefan.com



TAO

Tao's career low was the day he got schooled in the art of Quake II fragging by rookle Kodomo, who'd just learned how to fight while walking backwards. Backpedalling like a chicken, Kodomo owned Tao by the final count of 20-6.

PRODUCTIVITY KILLER OF THE MONTH



Shooter Alley

Height: 4.82 ft. Weight: 250 lb. Blood Type: A+ Special Abilities: Draw Crowds, Smart Bomb

Back in Volume 7 Issue 8, the Chicken of the Month

was ECM's Marvel vs. Capcom mini arcade cabinet. Ever since then, he has gone on a mad shooter shopping spree, the likes of which we pray eBay never sees again... <shiver>

The end result? That cabinet has been host to a wealth of classic 2D shooters. And with each new shooter that resides in that cabinet, every member of the staff feels compelled to prove his worth by getting further than the last guy. If you're into shmups (i.e., shoot 'em ups) like ECM is, this is the machine of your dreams.

Recently, venerable shooters such as Parodius, Salamander 2, Macross, Macross Plus, Blazing Star, Pulstar, Xexex, and Strikers 1945 Plus have all spent time reliving the glory days in Shooter Alley.

With each paycheck, the library of decrepit titles grows, and there's no end in sight. ECM has plans to collect every shooter ever made, unless someone can stop him and put an end to his megalomaniacal ways! Where's that girl-friend when you need her? He must be stopped, before he turns GameFan into a Mecca for shooter sausages!

This month in GameFan's



On the off chance things ever turn sour at GameFan, Fury has been keeping his

Fury's Wall

options open, in terms of potential employment. Here—for the first time ever—we proudly present a small portfolio of his handdrawn sketches. Though we are sure the response will be unanimous to have this become a monthly feature, our artist extra-

ordinaire works at his own pace. You can't rush greatness. This month in Fury's Wall, we've got drawings of Eggo, Squall, and Fury's "alternate" version of Abe for this month's cover. Man, the voting was close, but Patrick "Spaz" Spaziente's slightly more colorful take

on Abe and Munch won out by a narrow margin. Whew...





CITICICEN OF

The Piggy Bank



Here's the power of marketing at work for ya: "Save your pennies" cuz *Tomba 2* is coming! Tokuro Fujiwara, producer of *Ghost 'N Goblins* and *Tomba*, has an obsession with pigs, so it's only fitting that *Tomba 2's* marketing campaign should reflect that theme as well.

With the goal of being GameFan's Chicken of the Month in mind, the fine folks at Sony thought long and hard designing their latest chicken. The end result? This very cool and highly sought after *Tomba 2* piggy bank!

This pint-sized piggy is cute, convenient, and if you ever get pissed off, you can take a sledgehammer to it to get your money out (or you can just open it from the bottom... although the sledgehammer is much more colorful).

Game companies, if you'd like to be our Chicken of the Month, be sure to send us lots of cool, free stuff and your product could be spotlighted here in a future issue for all the sausages to drool over!

Sausage of Trite Montrit

A few months back, we had a female SotM who was both a hard-core gamer and an aspiring video game artist. So how do you top something like that? Introducing GameFan's first ever <drumroll please>... Dual Sausage(s) of the Month!

Meet Kelly (left) and Annie, devout readers of our magazine for the past four years. They're hard-core gamers and Kelly's also an artist, as evinced by this picture of Utena which she drew on Annie's leg And guess what? There's two of them! (Girls, not legs...) For more of Kelly's artwork, check out Postmeister at the back of this issue.

What did Kelly and Annie do to get published in GameFan? Kelly just sent her hardcore story and picture to Posty's mailing address (We swear, flashing a little leg had nothing to do with her selection! Honest!). Have you got what it takes to be our Sausage of the Month?













Graphic Play Mechanic



Deception 3 PlayStation Tecmo **Action Puzzle** Reviewed page 30

Yes, originality is good. However, this just isn't my cup of tea. It moves way too slowly and the whole idea of being 'bad' doesn't really appeal to me (I always pick the 'white knight' character in

video games—I enjoy the irony).

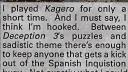
If I could do something like this in real life, well, sign me up (hey Fury, I need your help with something... <pause> ...cue screaming), but this isn't my idea of a good time. Kudos for originality (2 chapters ago) but I'll be playing Silent Bomber instead.





is NOT a game that little Timmy's gonna have sweet dreams over, but for older gamers (especially those with a deep rooted sadistic side) looking for an original /complex title, D3 is where its at!





out of the Spanish Inquistion busy. Not exactly what I could call a revol tionary sequel, but it's more of the same just better and longer. Sick of playing not ing but RPGs, fighting and racing games of the PlayStation? D3 will be your way out and what a way to go.

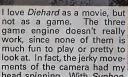




Diehard Trilogy 2 PlayStation Fox Action Reviewed page 36

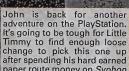
Not one for the first Die Hard Trilogy, I approaced the sec-ond with much hesitation... and wasn't surprised to find

that this one didn't really rock my world either. Sure, it's a great series of movies and the 3 engine gameplay is more varied and integrated this time around, but I'm just not into any single one of its modes. I think this one might just fall into the 'milking it' category... and we all know how I hate strawberry milk...



look at. In fact, the jerky movements of the camera had my head spinning. With Syphon Filter 2 available this month also, it's best to overlook the tempting Diehard license and Gabriel Logan if you want a fix of gunslingin' action. Everything's better in SF2: graphics, gameplay, control.





paper route money on Syphon
Filter 2. Diehard suffers the same fate a
Carrier, there's not much to complain abou but by the same token it's pretty difficult find something to get excited about. The one falls into that "If you've gotta"

have everything" category.

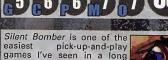


Silent Bomber PlayStation Bandai Action Reviewed page 32

God save me: I agree with Cerberus on a Viewpoint (what's next? A fond farewell to bowel control?). Well at least this sad day is salvaged with a great game. While I began to wonder if Bandai had any semblance of 🎑

a clue in regards to making a good (nevermind great) game (shudder with me as memories of Macross, Gundam and DRZ games of the state of the st Macross, Gundam and DBZ games return to fetid life). Good graphics, slick gameplay, and enough explosions to earn this one a solid GameFan 'sleeper hit' combo.





games I've seen in a long time. It's reminds me of when Dango played Metal Gear

Dango played *Metal Gear Solid* nonstop and got so bored he began blowing up bosses with C4. The graphics are decent, the gameplay's not bad, the futuristic theme's pretty cool, and there's plenty of explosions (if you're into that). But *SB* is somewhat mindless, and I prefer my games to have more depth



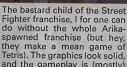
Now this is an action game, if I ever saw one. Brings me back to the 'old' days of Contra and Super C. Nothing beats a mindless blastathon, but Silent Bomber is more than that, oh so much more.

Besides a character that can move bette than most of the cast of Cirque du Sole there's four different bombs and the E-un system. The most fun I've had in the actio department, at least on PlayStation, in a very long time.

69 8 8 M7

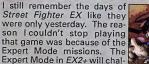


Street Fighter EX2+ **PlayStation** Capcom **Fighting** Reviewed page 33



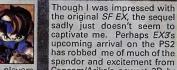
and the gameplay is (mostly)
SF-based, but the simple fact is that this series should have remained strictly 2D as the 3D graphics don't add (and only detract, really) from the game- this is strictly average Now it's time to not get excit-





lenge even veteran Street Fighter players who've been there since Day 1 when the game had only eight playable characters. As for the new characters and 3D graphics... eh, I'd rather play SF3:Third Strike if I want a Vs. mode Street Fighter.





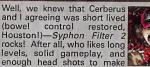
spendor and excitement from Capcom/Arika's newest 3D brawl fest? O maybe, with the GODLY import version o SF3 W already out, it was simply a matter of too little, too late. While its always nice to see Blanka make an appearance, I

still prefer his antics in Alpha 3



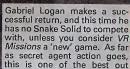


Syphon Filter 2 PlayStation 989 Studios Action Adventure Reviewed page 37



even 007 vets blush-not me, no sir. Anyway, this is the best game that 989 Studios (or Eidetic... creators of Bubsy 3D believe it... or not) have ever done. Now I lay and dream of a day when Tobu will be allowed out





Great gameplay, sound, and plenty of action. The only thing I wish they'd changed was the graphics. Hopefully SF3 will have a new engine or be on PS2

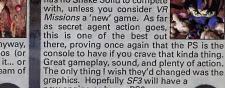


Do I like Syphon Filter 2? Yes. Do I want to play through each and every mission? No. While the first game turned the action adventure upside down with all the neat stuff Gabriel had in his magic bag the sec-

ond time around is nothing more than a mis sion-pack of sorts. There's not really mucl like SF2 in the PlayStation library, but I'c rather wait and see how the last chapter or PS2 turns out. Can I have my Metal







arty, party, party! When playng against the 'computer'
Mario Party has always been a
noring game. Grab three
riends and this is a riot.
lothing beats pissing off your
riends with thug tactics. We

Nothing beats pissing off your riends with thug tactics. We went at it for a couple of hours and, if any name can do it, this is the game that'll make you wanna kill your friends. More miniames and boards increase the longevity of

his one. If you've got some friends hat will play this is a must.

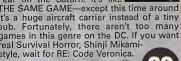


certainly do appreciate vintendo's tremendous sucless with these little monsters, but I still wish they'd forlever remain on the Sameboy—I can only stand soo many fruity N64 carts and

Gameboy—I can only stand on many fruity N64 carts and his one is sadly Citrus King. Yeah, the converter that allows for Gameboy info to transate onto the *Pokemon Stadium* cart is cool, but not enough to make me spend more han five minutes with this one. The bottom line: I hate Pokemon!



low do I sum this one up?
Does middle-of-the-road sum t up enough for ya? Carrier leither excels nor sucks at any particular aspect. I really can't shake the comparison to Deep lear on the Saturn. It's like
THE SAME GAME—except this time around t's a huge aircraft carrier instead of a tiny.





'm not going to defend how cheesy DOA2 can be at times (it's way too easy to counter), but I am going to remind you of how fun to play it is. I was a big fan of the first and I'm happy to say, not just visually

of how fun to play it is. I was a big fan of the first and I'm happy to say, not just visually, DOA2 is lights years ahead of its prequel. Awesome character design goes a long way and toss in DOA2's cool tag team mode and you've got Tekken Tag Tournament for the DC, more or less. Forget Soul Calibur, this is where it's at!

know games are supposed to get better with each sequel, but this is crazy. Capcom didn't even develop RE:CV and it trounces RE, RE2 and RE3 in one fell swoop. Maybe it's that there's finally a console.

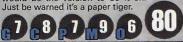
that there's finally a console with enough polygon pushing power to make the hairs on the backs of our necks to stand up. If you want to know what I think read ECM's review, I agree with about 99.9% of the stuff he talked about. RE:CV

of the stuff he talked about is an RE fan's wet dream.

967796 94

This is a disappointment. After all the hype about Soul Reaver looking that much better on the Dreamcast I can't play this. Soul Reaver on the DC is nothing more than a slightly improved PC port. Sure.

ing more than a slightly improved PC port. Sure, there's nice filtering here, cleaner textures over there, but underneath it all it's still Kain, and I've already been here. I guess if you haven't made time to play Soul Reaver this would be the version to do it on.



If you have a large supply of friends and controllers (cuz you will be going through a couple with MP2), then this is the game for you. Provided you like that sugar-coated, Nintendo charm. At least

you like that sugar-coated, Nintendo charm. At least there's no Pikachu in this game. The supply of mini-games seems nearly endless. The graphics are good, the gameplay is varied, and the music is unmistakably classic Nintendo. What more do you



It really upsets me when people claim this to be a better game than Monster Rancher. The sound, gameplay, and depth are much better in MR on the PS (there's no one out there who owns an N64 but not a PS, right?). Of course, this game

not a PS, right?). Of course, this game boasts the mouth-watering Game Boy transfer ability (from the zillion color games everyone's bought) and the system-selling Pikachu... "I choose YOU!" I can smell a million seller here... <sigh>



Here's a Resident Evil-like game that 'borrows' from movies like Aliens and The Thing and the father... RE, but Carrier does it well. It's the total package: decent voice acting, an interesting story (that's better than RE),

(that's better than RE), tweaked control/gameplay, and crisp graphics. Jaleco definitely surprised me with this one. The only problem I have with Carrier is the inexplicable slowdown on ocassion. But it's still worth checking out.



I'm not completely sold on DoA2. It's like Virtua Fighter without the daunting learning curve. Scrubs can instantly pick up the controller and be lethal, provided they know how to throw and reverse.

Speaking of reversals, they deal way too much damage. Character models and backgrounds are eye-popping, but I'd still rather play Soul Calibur because it has graphics, gameplay, and depth (and an 8-way run that's a lot easier to perform).

9877889

Maybe it's the double gun-toting blastin'. Maybe it's the thrill of gunnin' down my classmates, I mean... zombies! Maybe I'm just smitten with the Resident Evil series. The more you play this game,

with the Resident Evil series. The more you play this game, the more it'll grow on you and get better, despite the iffy voice acting. I still enjoy the series after this latest outing, but I'm beginning to wonder how many more Res Evil's I can take before puking up toxic

green zombie fluids.

If you remember, I didn't like Soul Reaver on PS much, being a huge fan of Blood Omen. This port has some cosmetic improvements over the PS rev: higher frame-rate, higher resolution, and

improved textures. But the gameplay is still a bit slow for my taste. Too much boxpulling and running from point A to point B. The only real competition this game has on DC is Shadowman, but I'd rather play that than this.



Loved the first one for being new and something different (hadn't seen anything like this sinc NES) but the new one tends to take that old adage "more equals better" a little too much to heart. While I like the fact that

there's a whole new pile of mini-games to play (hey, no more break your analog stick 'rowing' adventures!), earning stars this time around became an excercise in tedium (I like a challenge, but c'mon). Now, about a Smash Bros. sequel...



Though it's not a completely fair comparison, Tecmo's Monster Rancher series trounces Nintendo's bread winner by a mile (can you believe these guys are A LOT more popular than Mario and

more popular than Mario and Zelda... <shudder>). While the fighting is kinda' cool, and it all looks real pretty, I can't help but get the feeling that only Poke-maniacs will like this one (I hear there's two or three of them running around). Now



Blue Stinger: liked it. Code Veronica: loved it (putting it mildly). Carrier. um, well, yeah, I like it. While it's no RE:CV (what is?) it's a good game in its own right. While there are some nasty moments of slow-down and questionable dialogue and voice own and questionable dialogue and voice.

down and questionable dialogue and voice acting (wondered where the *RE1* and *2* actors had gotten to... now we know), it's a solid game cut in the Survival Horror mold. Seems Jaleco has something nice to tide you over till *Veronica* arrives.



DOA2 is THE best looking home console game ever! Each time I sit down and play, I'm absolutely amazed... animation, texture quality, character and level design... UNBELIEVABLE!! And I

bahh. As much as I'd love to see Team Ninja come out with a game more often than once every two and a half years, the payoff is beyond compare! Get ready to pick your jaw off the floor—tasty.

10,9,9,7,8 95

Like any Resident Evil fan, I'm taken by Code Veronica. It's a great looking game with tons of heart stopping moments but alas, it's simply another RE game. Sure it's definitely the best of the bunch and the intro

best of the bunch and the intro (John Woo would be proud!) is insane, but 'd' rather waste away my nights (and days if ECM would let me) playing Jaleco's Carrier—'m smitten with the electric scope mechanism! Now if only Dino Crisis could recieve a DC facelift...

9 8 8 8 6 90

This, folks, is what happens when you take a marginal game, do a marginal port, and release it to a public gasping for new DC releases. Much of the promised upgrades simply fail to

materialize (volumetric fog, massive jump in poly counts, etc.) but that's not really the problem. The problem is that this game wasn't very good to start with and the DC rev really brings nothing new to the table (strawberny milk isn't good for you). Bring me Legacy of Kain II... then we can talk.





Mario Party 2 Nintendo 64 Nintendo Board game Reviewed page 42



Pokemon Stadium
Nintendo 64
Nintendo
Fighting/Breeding
Reviewed page 44



Carrier
Dreamcast
Jaleco
Survival Horror
Reviewed page 56



Dead or Alive 2
Dreamcast
Tecmo
Fighting
Reviewed page 52



Resident Evil: CV
Dreamcast
Capcom
Survival Horror
Reviewed page 48



Soul Reaver
Dreamcast
Eidos
Action Adventure

WHO WILL YOU BE

F YOU THINK YOU'VE

FIGURED IT ALL DUT, THINK

AGAIN. PARALLEL UNIVERSES,

VIRTUAL REINCARNATION, ZEN-LIKE

DDYSSEYS. IT'S ALL NEW. IT'S ALL DMIKRON. EMBARK

ON A SPIRITUAL MISSION TO SAVE SOULS FROM THE DARK SEDUCTION OF A DECADENT

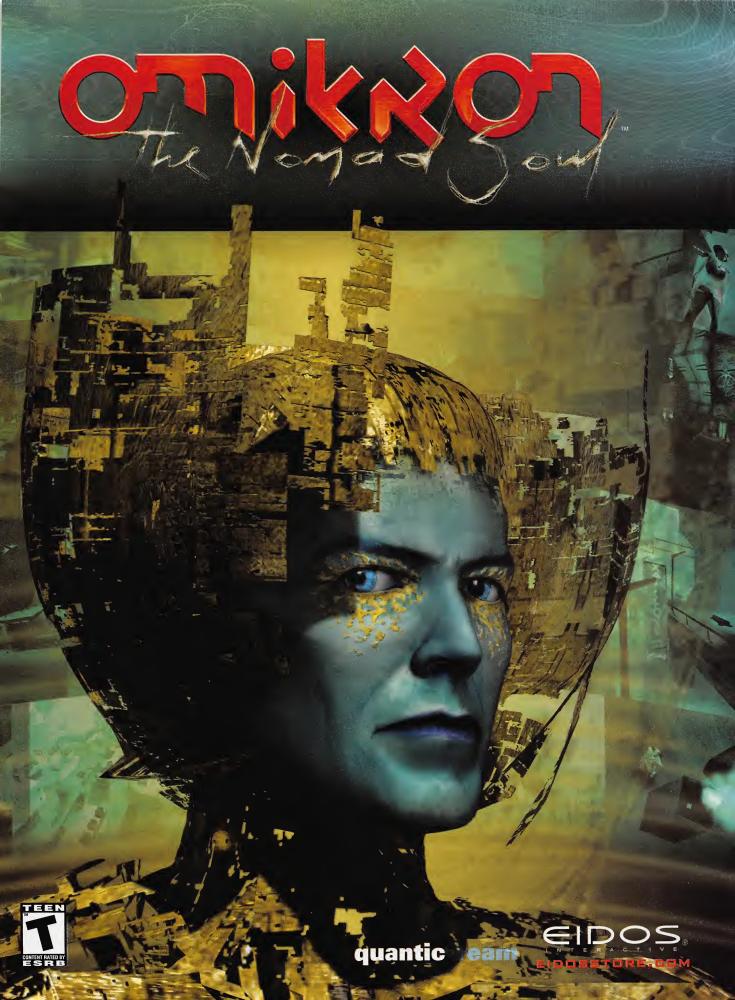
DIMENSION. ALL WITHOUT FALLING TO COUNTLESS TEMPTATIONS YOURSELF. ADVENTURE, EXPLORATION, COMBATAND ROLE-PLAYING. AND THAT CONTINUES EVEN AFTER YOU DIE. OMIKRON, IS NOT JUST A GREAT GAME. IT'S AN

AFTER YOU DIE?

EXPERIENCE. < CORRECTION > It's an out-of-body experience.

TRAVEL TO A NEW DIMENSION AT NOMADSOUL.COM















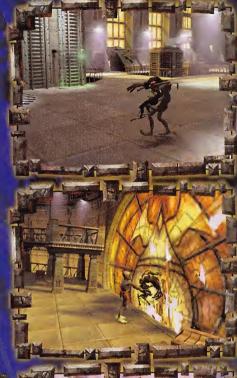


bit-count as the next leap in home console performance. Until then, the company has a series of "side stories" in mind (much like Abe's Exoddus, which was not a TRUE addition to the quintology). These include AE, Hand oF Odd, Munch's Exoddus, Slig Storm, and several others which have been developed to provide excellent Odd diversions until more sophisticated platforms surface... can you say "PS3?"

Long before development began on Munch's, or even Abe's Oddysee, for that matter. Oddworld set out to create the foundation for their universe. "It's not like we were going to do one game and hope for the opportunity to do a sequel... we had a ten-year plan," says Lanning. And it's this way of thinking that's allowed the folks at Oddworld to get a head start in preparing Munch's expansive game engine and gorgeous artwork. In fact, when I arrived at the offices of Oddworld Inhabitants, I discovered that PS2 dev. kits had been delivered only days earlier... and yes, the PS2 TOOL development station DOES look as strange in person as it does in pictures.

Now imagine with me, if you will, a game where things like life meters and menu screens don't exist, a title that completely revolves around true-to-life organic principles... that's the general concept behind Munch's Oddysee. Say (as Lorne explained) you have a bunch of Mudokons working in a factory; what if Munch shuts off the vending machine? The workers are going to get thirsty, and eventually go through withdrawal. This, of course, will ultimately affect their work performance, and let me tell you... the Mudokons aren't a race you want to deprive of caffeine! O.K., now take that basic idea and multiply it by a hundred, because this Oddysee's going to incorporate something completely unheard of in game design—humanity!

It's not often that GameFan decides to champion a title that's not an instant classic... and eventually, a bestseller (uhh, discounting the BC Racers incident... thanks, Like Neverhood's Storm!). Skullmonkeys, the Oddworld games DESERVE respect that the majority of U.S. publications weren't willing to give them.





INTENSIVE CARE



Go back a few years in the GF archives (Vol. 5, Iss. 9), and you'll see we gave the original, Abe's Oddysee, a glowing review and scores of 95, 94, and 91. Sure, most gamers are banking on Tekken Tag Tournament, Bouncer and

Gran Turismo 2000 to be the PS2's shining lights, but we at GameFan believe this list extends even further. If Oddworld stays on course and manages to deliver even half of the innovations they're shooting for, the end result might very well be the PS2's own Mario 64... only time will tell. In the meantime, direct your atten-

tion to the Oddworld interview on the following pages, and decide for yourself-Munch's Oddysee: a feat of modern game design, or too ambitious for its good?



Lorne Lanning of Oddworld Inhabitants



GameFan recently had the opportunity to sit down with Lorne Lanning, Oddworld's creative force. And if you thought their games were odd...

GameFan: How did you come up with the concept of gamespeak?

Lorne Lanning: Well, what do we love about characters? One, they're self-aware. Any characters that aren't self-aware in classic entertainment just don't do anything for us—they have to have the appearance that they see and that they hear. They also have to talk, otherwise, there's really no attraction to them. Forget their story and their medium—you're not just going to become

attracted to them on a deeper emotional, dynamic level if we don't give the characters some degree of vocabulary—listening, hearing, and the ability to respond... That's how we came up with the notion of gamespeak. You know, basic speech and communication, getting other characters to follow you around, etc. That is to say, well, where I used to throw a punch, I should now be able to throw a word, and that word should be able to trigger a response that seems lifelike ("Hello," "Hello?," "Follow me," "O.k.").

GF: So was the PlayStation spec the minimum you needed, or has it surpassed the minimum spec?

LL: I'll tell you exactly what happened: We started designing Munch's Odyssey a long time ago, and weren't far into it when we figured out it wouldn't even run in real-time 3D on the PlayStation. With all those links of animation, making sure those feet were locked to the floor, making sure they bounced back with the right sensibilities, we said to ourselves, 'There's just no way Munch and its story is going to run on a PSX." So we came up with the ideal spec, and we started designing it, but it just wasn't the game we wanted, it was too constrained. We were kind of setting the spec really where the Dreamcast wound up being... We had to ask ourselves, "Is Sony going to come out with something that meets this spectrum, or are they going to blow it awayand by the time they announce what it's going be, what are Nintendo, etc., going to do? We finally decided we'd place the bet that there would be enough pressure from the PC world to force the next generation of console systems to be a winner, with very impressive specs. So we went for that spec, and when we finally flew out to Japan for the PS2 announcement and saw what they were talking about, I said. "Ah, thank God," 'cause we really put our asses on the line. Finally, it met-it just met, basically.

GF: So even with the supposedly incredible horsepower of the PlayStation 2, it still just met your basic requirements?

LL: That's right. Abe's a diamond miner in the mines of South Africa; he's thinking, "Why is the world so messed up? Why are my people and my culture being destroyed? What's going on here, and why are we digging these black pieces of coal out of the ground?" Abe follows that black piece of coal, and it takes him right dead smack into the center of consumerism, which means by the end of the quintology, he's in worlds with Hong Kong, Tokyo, New York-type density. Well, the story was written so that as the games grew, the bases of population

the games were played in

would grow, too. When started off, Abe's Odyssey was O.K.; it had about ten characters onscreen at a time, tops. But in Hong Kong, we're going to need ten thousand characters on-screen. No one's even pointing at technology today that'll run the fifth game in the quintology, which I think will be two generations of hardware away. Which is really only ten years...

GF: So you're saying the PS 4 would be spec?

LL: By the end of the quintology? Yeah, the PS4.

GF: Will it be five years between games, then?

LL: Well, we're still evaluating... If Squeak [a later chapter] could run on a PS2, man? Love to get it out there. This is the basic concept of Odd World: the Odd World's ten times the size of Earth. So far, we've only seen Nicaragua, but by the end of the quintology, we'll have crossed one continent and found a whole other world to explore. And if we have to explore that in the meantime because the quintology won't be able to reach the densest



parts of the city, then we'll start exploring other areas... different races, different continents altogether, that still make up Odd World. To us, it's a planet-universe in development, and the closest model—I hesitate to say it after the last film-is "Star Wars." That's the best model of the universe that's really successful, where everything you see is unique and different. The only difference is ours is going to be 100% synthetic.

GF: Can you describe the emotional component of the Oddworld series?

LL: Empathy became a critical factor of how we wanted to design games. Namely, if I could feel a little more responsible for this guy, if I could feel more

like

iust brought him all this way, only to get wasted, I'm that much more emotionally affected. And to me, that's what gameplay's emotional about, conceptually. It's not "I hate that guy because I hit him 50,000 times and he still wins"you know, the end boss. Emotion is "I hate that guy because of who he is," and we're getting closer and closer to that. You should hate him for the reason you hate him in the movies, not because he's just harder than you are. I believe that same basic paradigm is what should be happening in characters, that we should feel more connected, more responsible. When things go wrong, it should pull the rug out from under us emotionally. We've received letters about Odyssey where, you know, a mother would say, "I have two sons, one's six and one's eleven, and every time the eleven-year-old's killing Mudokons, six-year-old unplugs the game That's more the dynamic you machine." want to try and get after. The concept is: If I see a living creature, I

have two ways of looking at it-I can use it in its natural form, or I can use it by processing it and turning it into something else. So if I see a tree, well, that tree has a life force in it, and if I'm a Mudokon, with a sort of native mentality, I can channel that to my own needs, right? But if I'm a Glukkon, I go, "Man, there's some moolah on a stick just waiting to be chopped down." Both viewpoints are valid, you must decide what you would do.

GF: Exactly—it's just a matter of which side you fall on.

LL: Exactly, which side you fall on, and so, in the world that we're building, we want the consequences of your actions (and those of your opponents) to represent these two different ideologies, even if they're just Al.

GF: Yeah, it would be a lot more interesting if you were fighting someone with a different ideology, not just a different color, different machines, etc.

LL: Exactly. Oh, he's the bad alien from Mars, I mean, let's shoot 'em all-how many times have I heard that one. Oh, the zombies are coming back from the dead, we need to shoot 'em all and protect. Please, guyssome originality. It's so much more interesting if we say, "Here's one side, here's another. Here's your playing field. Now, your interests are in preserving all this, and your interests are in mowing it all down." That way, we not only have physical conflict, but we have moral positions that conflict as well. I think this sort of idea elicits much more passion on the playing field.

GF: Can you touch on the consequence factor?

LL: I'll show you some ways today that we're dealing with the new violent components, which are much more funny, and have more entertainment value. For the most part, we're looking at a neutral guy, just a schmuck that lives off the land. Then this factory opens up, and the management starts recruiting workers. How do they recruit? They walk out, find these neutral guys, clock 'em over the head, then drag them back-and now they're workers. Until you save that guy, he's not back on the open playing field. It's more like you're a government, conceptually. We want you to feel more like a schoolteacher who's managing kids, or a dog walker who's managing some eighteen dogs. It's strange, the things that come out of that, that we feel. They take my guy, I go, "Damn! He's beaten my guy over there, he's going to take him and put him to work. I worked hard for that." There's this extra, demoralizing quality we experience that comes with that. It's one thing if you shot my guys-it's another if I see you over there kicking the hell out of them, dragging them off and giving them a lousy job.

GF: Especially after you worked so hard to try to get him to where he was.

LL: Exactly. And your feelings of revenge are so much greater than if you just got shot, your guy just got shot...

GF: Right. Like in Exoddus or Odyssey; it's taking it to that next level in Munch's. LL: Yes.

GF: So what it comes down to, really, is you're injecting these games with humanity? LL: Exactly.

GF: Is that the biggest problem, development-wise (good AI)? Making it a living, breathing world while you're not there?

LL: I think there are so many potential problems, I don't even know which is the biggest. I would guess the biggest problem initially is creative—figuring out how a world sustains itself, lives and dies, is able to come back to life, and is able to be brought back to death, while being run autonomously. And how to maintain a sense of entertainment value while it's doing that, just watching these guys go about their business, the way they do it, and the things that happen in their pre-existent social dynamics. Creatively, that's just a mother... it took us a long time to narrow that down to the simplest set of workable components that are logical, but not so deep that you don't get it.

GF: Are you guys still confirmed for the launch date of the American PlayStation 2? LL: That's our target. We have the whole studio here focused on that one goal. And that's why I'm saying, when we look at the milestones, the play patterns-if we get Munch done, we've got 85% of Hand of Odd done, and 80% of Munch's Exoddus is done. And the quality of the games will be enough that people won't say, "Yeah, they're done, but they didn't seem like it"-we get to tune so many different types of experiences from this one infrastructure technology. You couldn't think this way on a 16-bit or 32-bit; the technology wasn't enough to think this way. It was too isolated, too specific. But I think you're afforded the luxury now, to think this way.

GameFan would like to thank Lorne Lanning, Sherry McKenna, Gerilyn Wilhelm and the entire Oddworld staff for their time-few in our industry are as genuine and gracious as the Odd!



Take a deep breath and read carefully:

THE MOST ANTICIPATED FIGHTING GAME OF THE



DEAD OR ALIVE 2





ILLENNIUM IS HERE.

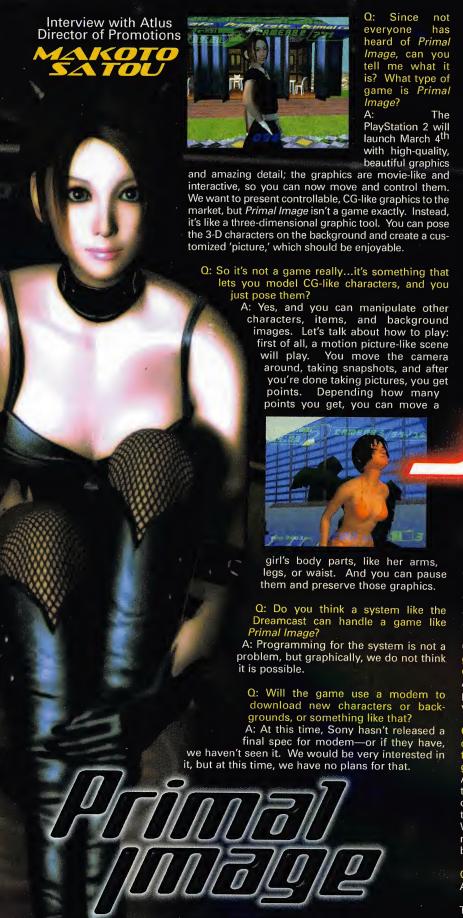
You may now exhale.



Purchase **Dead or Alive 2** and receive a limited edition holographic poster featuring the amazing warriors from the game.

1500 posters will be sent monthly to randomly selected applicants while supplies last. Simply write "Send me the poster" on the product reply card provided inside the game package and mail it to Tecmo. This offer may be terminated without prior notice.





Q: Are there any plans to cross over with othe games? To use the data from this program in a dating sim, perhaps?

A: This game, *Primal Image...*we're planning to turinto a series, or to release another version. We'r also thinking about crossovers with future games but at this time, we can't comment on that.

Q: Was the game basically built to use the PS assets fully?

A: Of the existing game platforms, the PS2 is the only one that can handle it.

Q: I noticed this is *Primal Image* Volume 1. How many volumes are you planning to do after this?

A: We are now working on Volume 2; also there are plans for Volume 3. But it depends on the market. I people end up wanting a new genre like this, o licensed characters, we put some licensed characters in this game. But it all depends on the market. If people want a more familiar character, we call work with that.

Q: Licensed characters...you mean like a Reike Nagase (the poster girl for *Ridge Racer Type 4*)? A: Kind of.

Q: Will the licensed characters appear in Volume 1 or a later volume?

A: She is already a common character in Japanese magazines/animation. Terayuki: She is like the vir

tual, threedimensional girl that you talked about and she's in volume 1.

Q: Will this game be on CD or DVD format? A: One CD, priced at 5800 yen in Japan.

Q: How many characters are there in the game?

A: Three characters, and each character has three costumes. We also have more than five backgrounds.





O: Will this be a PS2 launch title?
A: It will probably be released in April.

Thanks for answering all of our questions.

Interview with Tecmo!

Manager of Overseas Dept.
•Mitsuru Tsutsumi •

Producer/Director for Dead or Alive series
•Tomonobu Itagaki•

Director of Deception Series
•Keisuke Kikuchi &
Makoto Shibata•

GF: What games has Team Ninja worked on in the past?

TI: The *Dead or Alive* games, *DoA* and *DoA2*, including the PlayStation and Saturn console versions, along with the upcoming *Ninja Gaiden* on PS2.

GF: Is it true that *Ninja Gaiden* will not be released in Japan?

MT: The game is still very early in development. We are working on just the game engine right now.

GF: Will the new Ninja Gaiden be 3D, then? Tl: Yes, it will. We are developing a brand-new engine specifically for the PS2. It will be different from the DoA engine. GF: Do you think Tecmo games are more popular in the U.S. than in Japan?
MT: Yes, Tecmobowl and Ninja Gaiden, definitely.

GF: Do you know why that is?

TI: Tecmobowl was an American football game, and football is America's favorite pastime. With Ninja Gaiden, it was a very timely title for the American market.

GF: Will fans ever get a new Tecmobow! title?

MT: While we would like to do another *Tecmobowl*, we don't have the manpower right now. We are certainly interested in it, since it was such a hit in the U.S. But there's no way it could happen this year... 2001 would be the earliest you could hear any announcements about a new *Tecmobowl*.

GF: What about a new Monster Rancher? Would it be on PS1 or PS2?

MT: We have no plans for a new *MR* right now. But the natural progression of the series would be to move to PS2.

GF: What was the development cost for DoA and DoA2?

TI: In the case of DoA2, if you compare it to one of our competitors, it is four times the cost because of the tremendous quality, and the volume of the data is much bigger than that of our competitor.

GF: When are you expecting to release *DoA2* on the PlayStation 2? MT: No comment now, although we will make an announcement shortly.

GF: Are you interested in doing anything for the Dolphin or X-Box?

TI: Yes, we're interested in both consoles.

GF: When designing the original *Dead or Alive*, were you shooting for the hard-core gaming audience or the casual gamer?

TI: I wanted to create the most realistic action game out there.

GF: Are you going to use the Dreamcast modem to upload scores or download new stages or characters?

TI: The Dreamcast can barely handle *DoA2*, so it's impossible for it to handle any extra files.

GF: How did you make the first *Deception*? I mean, how did you come up with something so twisted and evil in the first place?

KK: It was originally a normal adventure game, but the management asked us to change our line of thinking, so that is what we came up with.

GF: It's a great idea. Did anything in particular inspire you in making the game? Perhaps movies, or previous games? KK: No, *Deception* was a very original game.

GF: Have you ever considered adding a multi-player mode to *Deception*?

MS: Yes, we have thought about it, but the game balance is a very difficult issue to tackle. With every trap set, the other player can see it. Not to mention if the other guy is trying to trap you, you can just stay still and not get trapped. It is very difficult to balance a game like that.

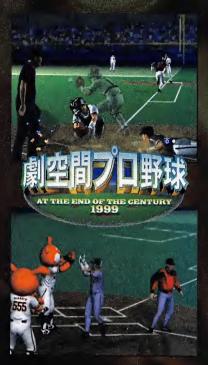
GF: Have you ever received complaints from angry consumers because of the violence in *Deception*?

KK: In Japan, no. But in America, we received one angry letter for the original Deception. But that was the only one.

GF: Well, thank you for taking the time to conduct this interview with us.



DEAD OR ALIVE



The Square Millennium Event:

The main reason Square summoned about 5000 people to the Yokohama Convention Center was to announce the arrival of Play Online—an online service, and more, developed by Square in partnership with NTT Communications. What's all the hoopla about? It's about an ISP (Internet service provider), like AOL, which also offers a ton of other features, like: sending messages (think Instant Messenger or ICQ), chat (e.g., Squid Central, like #GF_Tavern used to be), games (online?), sports (find the latest stats/scores, and possibly use that data in sports games), music (download songs for your personal jukebox-the Avex Group's a key supporter here), manga (online manga/comic books to replace print), e-commerce (shop from the comfort of your own home), and, of course, the whole of the Internet (if you don't know what this is,

you need help). What's the launch date for this tremendous undertaking? It's set for 2001 in Japan, for the PlayStation 2.

But Play Online wasn't the only thing unveiled at the Square Millennium Event. Not one...not two...three Final Fantasy games were announced as well, in addition to the

screening of a brand-new trailer for the Final Fantasy movie! Here's the scoop on everything Final Fantasy...







HP 208-255 MP 50-50
RISK 58
NICE
SCHAMS

Z
CONTRACT
CONTR

Final Fantasy IX—The final Fineleased on PS is set for released

Final Fantasy IX—The final Final Fantasy to be released on PS is set for release this summer in Japan. Game footage was shown, along with plenty of CG sequences. Square's promised that the game! Il be a 'return to the roots' of Final Fantasy; FFVIII was a bit of a departure, leaving many consumers unhappy. Yoshitaka Amano (the man responsible for FFIV, V, and VI) is designing FFIX'S characters, and the black mage with the pointy hat's back as well.

Final Fantasy X—All that was shown of the first Final Fantasy for PS2 was basically a tech. demo for the PS2; this game's not due out 'til the spring of 2001—timed with the release of Play Online. In this footage, the camera panned 360° around the character as he surveyed a large environment filled with green hills as far as the eye could see (presumably the world map). Then the character broke out into a run, showing off the smooth animation. As for X and XI, I'm a bit apprehensive at the thought of a Final Fantasy online world/RPG like EverQuest or Ultima Online, but that appears to be the direction they're heading.

Final Fantasy XI—All that was shown of XI was pre-production concept art (artwork stills). It's not certain that FFX will be an online RPG, but FFXI will definitely be. Just think—if your friends are playing, you can message them, saying, "meet me in the center of Mysidia square, near the fountain next to the item shop." Then, together with your real-life sausage friends or newfound virtual buddies, you can wander the online RPG world of FFXI together...watching each other's backs, chatting, and controlling your single character in the party. It doesn't appear to make sense, but FFXI's scheduled for release in the summer of 2001 in Japan. What? Only a few months after FFX? Yeah, it may not be the soundest marketing decision...but if it's true, you'd better start saving now, and I better be able to be a cactrot....





Final Fantasy: The Moviesome critics complained that Final Fantasy games were becoming more and more movie-like with every outing... Well, if Square's so good at making 'movies,' then the Final Fantasy movie should be pretty frickin' amazing. The second trailer was shown

for the first time at the Square Millennium event, and it featured a very futuristic setting. The movie's sci-fi atmosphere may have fans worried, but Hironobu Sakaguchi was very quick to point out that this will still be a Final Fantasy movie. It's due out in 2001, though the website for the movie should be up by March of 2000...

After the event, we had a chance to wander the showroom floor to play games such as Vagrant Story (PS), Driving Emotion Type-S (PS2), and Gekikuukan Pro

Baseball: At The End Of The Century 1999 (PS2). Vagrant Story's solid, as I mentioned in the last issue; meanwhile, the rev of Driving Emotion Type-S I played was not very impressive. It was far from complete, but still, this is the highly touted PS2 we're talk-

ing about, and I was a bit disappointed to see that Sega GT for the Dreamcast looks and controls better than Type-S so far. Once again, I have to point out that Type-S was not finished yet—but as of this writing, it's still scheduled as a PlayStation 2 launch title, which means it should be on shelves just as this issue hits your hands. Let's hope Square can work some minor miracles, or this could turn into Son of Racing Lagoon < wince>. I didn't get a chance to play Pro Baseball—the lines were long (gamers were allowed to play two full games)-but it looked much more promising, featuring large, well-sculpted character models and unearthly motion capture.

SOUVE







OKOHAMA



This being my first trip to Japan, I was really excited. Not even the 12 hour plane ride intimidated me... well, maybe the plane food did a little bit, but it was worth it to visit a country boasting 7-story arcades, a Sega amusement park, and the electric town known as Akihabara in which vendors sold only the latest electronic gadgets and gizmos, from cel phones to mini-disc players to video games. It was a fun-filled trip, and when I wasn't visiting companies and seeing PS2 games, I was touring Tokyo, shopping like a madman in a gamers' paradise (more shooters for ECM, some souvenirs for Fury, an inflatable Cactrot for me, etc.).

My space here is short, but I have to mention the Japanese arcades. They're very different from American arcades. The controls are guaranteed to work perfectly, the arcades are clean and safe, the players are curteous... and most games cost 100 yen a play (roughly a dollar). While that may seem a bit

steep, I found it more than worth it to play arcade games which we may never see in the States, such as Typing of the Dead, Mars TV, and Samba de Amigo. Speaking of Samba, that's my favorite arcade game in a long time. I hope Sega plans to release it on Dreamcast, or if not, at least in American arcades, because that game is incredibly fun. For now, check out these pictures, and we'll be back with more next month when I return to Japan again for the PS2 festival!



"Wish you were here..." - EEEO



DAMNI Look at those shoes!!





he year 2000 is here, so why not try something novel to usher in the new millennium... say, equal representation in video games! You're probably thinking this speech belongs more in a polisci textbook than in the immaculate pages of *GameFan*... But how many Princesses must you save before you start craving a

different story? How about releasing a game that caters to all the (six) girls out there who play video games? Well, Atlus' next niche release pushes the envelope as far as story lines go, and it surprisingly sparks genuine interest in us.

Let's get this out of the way here and now: ECM, Shidoshi, and I like this game (Shidoshi was a given, but he's ambiguously male, so we felt it important to include some 'manly' editors as well). It's about a young girl named Coronet who falls in love with a dashing prince; he's got a bad habit of saving her from peril. Following his latest rescue, he stays just long enough to flash his pearly whites, then, like that... he's gone. Coronet's left to swoon all alone—and her love for him builds till she reaches the pinnacle of emotional bliss... rapture... Rhapsody (for the slow folks out there, this is the title of Atlus' latest).

Now, before you question the masculinity of our entire staff (I know... "Too late"), let me tell you why we like this game. If you've been following *GameFan* for a while, it should be pretty obvious from the screenshots why we're enamored with it... it's 2D! Entirely! If you're a misguided soul who believes 2D games are 'ugly' or 'ancient,' I suggest you take that polygon-loving body of





yours, push that crate across the room, and flip the light switch off... you're clearly in the dark. 2D games are where the game-play's at, nine times out of ten (there are exceptions, of course, i.e., that rare freak of nature *The Adventures of Little Ralph)*, and *Rhapsody* only supports my claim.

Underneath the 'flat' graphics lies an RPG with a sound foundation of strategic gameplay; random encounters lead to turn-based skirmishes, similar to *Tactics Ogre*—you handle movement, attacks, and spell-casting. This game was originally called *The Adventures of Puppet Princess* when it was released in Japan (this preview's based on it), but Atlus





DEVELOPER - NIPPON ICHI 1 PLAYER
PUBLISHER - ATLUS AVAILABL

1 PLAYER
AVAILABLE MAY '00













Criminal Justice for a New Millennium











URBAN CHAOS

Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.

One woman...one man...
one goal...survival.

- Play 1 of 2
 main characters D'arci Stern an agile,
 street-savvy female cop or
 Roper McIntyre a mysterious ex-soldier.
- Multiple modes of combat. Engage in hand-tohand fighting, heavy-weaponry face-offs, vehicle chases and building shoot-outs.
- Command a variety of vehicles. Take control of police cars, vans, motor-bikes, hang-gliders, ambulances, trains and helicopters.
- 3D volumetric fog, rain, snow, night and day simulation, wall-hugging shadows and real-time simulation of crashes enhance the atmosphere and action of the game.











PlayStation

Reviews

Deception 3



Silent Bomber

Street Fighter EX2+

Diehard Trilogy 2



Syphon Filter 2

37

32

33

36

Preview

Alundra 2 48

hat's better than a ten-hit, Ceiling Fan combo in Deception 2? How about a twelve-hit, Infinite combo in Deception 3 (only twelve-most enemies don't live long enough to see ninety-nine hits)?!? And what's more satisfying than unlocking the Volt Rock in *Deception 2*? Building a better Charge Volt Rock 4 in *Deception 3* (one that recharges at a faster rate and inflicts more damage)! As you can see, the masters of gameplay at Tecmo have done the improbable again—taken a great game and made it even better, subtly fine-tuning all the aspects of gameplay.

To the untrained eye, *Deception 3* looks like 'more of the same;' i.e., *Deception 2* with a few extras. But to a fan of the series, Deception 3's much more than that -it's a godsend. Every annoying nuance of Kagero: Deception 2's been fixed. The only thing that hasn't really changed is the graphics, which are still respectable for a PS game. The steep learning curve's been eased with a simple tutorial, which instructs beginners in the ways of trap activation, placement, and crafty feminine wiles. Control's also been improved, with new, instant turnaround and side-rolling evasive moves (just like Resident Evil: Nemesis' two new moves).

If you've never heard of the Deception series, you're missing out...this game lets you play as a villain for a change. O.K., technically, you're not the villain—you're just an innocent, defensive young girl—but you're performing some rather heinous acts of violence. We're talking about trapping a man with a bear claw, hoisting him by the



English (for what it's worth, the translation is better than Kagero's was, but still far from fluent). But the story isn't why you play a game like *Dark Delusion...* it's the "I love it when a plan comes together" feeling 38 mg 75 dampening you get after landing a satisfying combo, with multiple traps... and, preferably, a Ceiling Fan. In addition to your standard

PENDUL UM

shorten the charge time, or alter the timing; then up the orb count to extend a trap's effective radius and damage power. All of these upgrades cost money, though, and

As in Deception 2, the story's a threadbare tale of murder, intrigue, and political plots told in rather broken

the fastest route to it is the Story Mode.

traps, the devious game makers have added more basic room traps to the castle. Fans of the series will get misty-eyed recalling such classics as the Ceiling Fan, Iron Maiden, and Blazing Fireplace; now you can build all-



new room traps as well, like the Spiked Mine Cart (how's that for an innovative mine cart sequence!), the 'Suspended Rolling Pin of Death' (perfect for flattening a fearsome foe), and the Collapsible Bridge (ooh, is that electricity-charged water that awaits below?). Combine the regular room traps with the multitude of customizable traps, and you can see the many, many possibilities. As if that weren't enough, Deception 3 features the same multiple endings as its prede cessor, and its replay value's extended even more with a new expert mode.

This mode caters to masters of Deception-those who've finished Kagero and Dark Delusion's Story Mode and know what they're doing. You should definitely finish Deception 3 before attempting this mode, though; the traps available in the Expert Mode are the very ones you unlock once you've played through the Story Mode. Expert Mode plays much like Soul Calibur's Mission Mode... you're presented with definite tasks, such as "perform a combo with 2+ aerial hits"

(quite a challenge, even for veteran trappers), or "drive the enemy to top of stairs" (knock that guy around like a pinball, with some well-timed Spring/Smash/Catapult Floors!). And if you're crazy enough to finish the Expert Mode (all 100 missions of it), the Man's ending and an extra item to add to your arsenal await you...



With a mind-blowing amount of custom traps and combos to devise, and the many challenges that await you in Expert Mode, there's plenty of replay bang for your buck in Deception 3. I played Kagero: Deception 2 over and over, every day for three weeks (you had to beat the game at least four times to unlock the hidden Suezo trap). That's an excep-

tionally long time with one title-for someone who's seen about every game imaginable. Deception 2 had me totally hooked; Deception 3 has even more to offer, and I know I won't see a free weekend for at least a month ("Sorry, honey, just one more mission!"). It's easily one of my top five favorite PS games of this year.

Eggo's completely trapped by the pull of Deception 3, and has no 'delusions' of escaping anytime soon. Won't you join him?





Score • >

DEVELOPER - TECMO 1 PLAYER PUBLISHER - TECMO

EGGO: No, Your EYES DON'T AVAILABLE NOW DECEIVE YOU. IT'S A 97.

RE BALL C



games (sadly, they tend to be a strange and confused lot), you're probably familiar with Japanese developer Bandai. While the majority of their titles are relegated to a small audience, the big "B" nearly attained Pokemon-esque sales and insanity with a cheesy little device known as the Tamagotchi. I, like so many others, was struck by Bandai's ruthless marketing machine, and was forced against my better judgment to purchase not just one, but several of the lame devices and a slew of imitations like Digimon. I'm doing much better these days (thanks for asking!), due to extensive psychotherapy and Bandai's recent surge of quality games like Countdown Vampires and the explosive Silent Bomber.

As the name implies, Silent Bomber is all about devastating explosions. Fiery blasts trigger an array of singed flesh and jagged shrapnel, and you, Jutah, demolitions expert extraordinaire, are the culprit. Set years into the future, the game's mission is to restore peace by annihilating enemies with a mixture of lethal blasts (not unlike Cerberus after lunch at El Torito). Three liquid bombs are at your disposal: paralysis, gravity, and the old, reliable napalm. Luckily for Jutah's sake, they can be detonated manually, at a safe distance from the ensuing explosions.

Gamers familiar with Bomberman, Metal Gear Solid, Contra, even Panzer Dragoon will notice many similarities in SB. Everything from the cut scenes to the non-stop action and lock-on targeting system's been inspired by the aforementioned titles. And what it lacks in originality, SB makes up for in sheer fun.

With Countdown Vampires already in the mix, Bandai seemed intent on creating a game that didn't rely on a long, drawn-out

story or complex game play; SB relies almost entirely on surface elements, huge blistering explosions, cool bosses, and loads and loads of enemies. With all the countless RPGs and mediocre racing games inundating the PS, it sure is nice to see a pure action title surface in a sea of Test Drives and Final Fantasies.

How about a little this?

Visually, SB sports a slightly pixelated look; it's definitely the game play that delivers the real atomic blast. American gamers should feel quite fortunate that this killer import's managed to secure space with U.S. retailers. While I'm certain that Bandai'll continue to produce

numerous Dragonball and Gundam titles, the developer's future might very well find mainstream success once again with a double dose of Blood Suckers and C4.

once filled his toilet styling mousse and ed it a bit too close to his And they say you can't stare directly at the sun...



FURY: TED KACZYNSKI'S GOT NOTHING ON THIS GUY!

DEVELOPER - CYBER CONNECT | 2 PLAYERS PUBLISHER - BANDAI

AVAILABLE NOW

VIEWPOINT 88

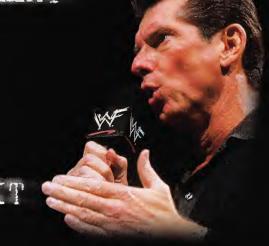








TREACHERY



DECEIT





World Wrestling tederation®



W-com

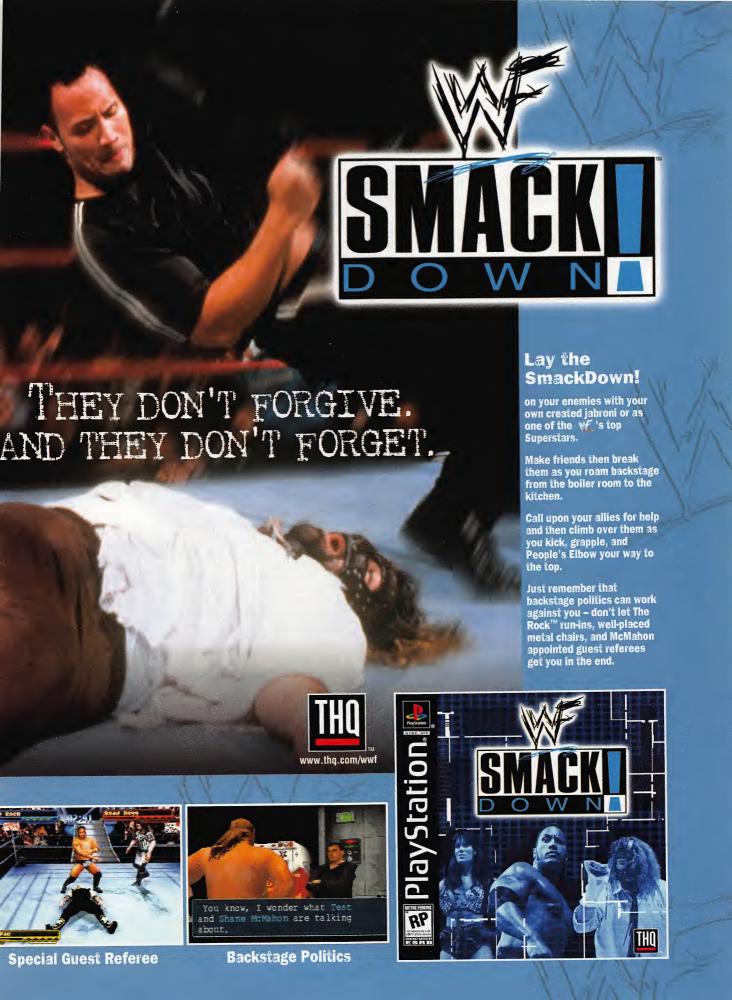
©2000 World Wrestling Federation Entertainment, Inc. World Wrestling Federation, its logo, and all other distinctive titles and names used herein are trademarks of World Wrestling Federation Entertainment, Inc. ©2000 TH0/Jakks Pacific LLC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. TH0 and the TH0 logo are trademarks of TH0 Inc. All trademarks are property of their respective owners. All rights reserved.



4-Player Action



Huge Backstage Area



ie Hard Trilogy was the first game I ever awarded a ten (<sigh,> for the nowdefunct VideoGames Magazine, one of the industry's first casualties, swallowed by... The Nothing)-not so much because it was so far ahead of all other products on the market—but because it gave gamers so much. Its three separate engines essentially made DHT three different games in one, each offering enough gameplay to stand on its own.

Well, it's been a long time coming, and Probe's no longer involved, but the sequel (or second trilogy... or whatever...) has finally arrived. This may come as a surprise to some, but the original DHT quietly climbed into the two-million range for

sales worldwide... not too shabby for John McClane and company. Those days are long gone, howevergames of that size and scope can be found across any platform. You'll be hard-pressed to find three such different styles of gameplay fused into one title. The novelty of such a concept's dissipated. The only way for DHT2 to enjoy the same kind of success is to bring something new to the table.

The idea of three games in one is still prominent in DHT2; what's changed is the presentation. Instead of

dividing each style of gameplay into separate chapters, DHT2 intertwines them into one seamless story. McClane is in Vegas with an old friend, checking out a new prison facility; this state-of-the-art lock-up houses super-villain Klause Von Haug, a kind of cross between Simon Phoenix and Castor Troy. During a party at the facility, naturally, Von Haug orchestrates a breakout, and John's

caught right smack in the middle. Chaos ensues, and Vegas explodes.

If you played the first DHT, you already know what to expect from the second: Run about the thirdperson levels, shooting bad guys, tossing grenades, and pushing buttons. The transparent wall feature is still implemented, and remains







one of the cooler features, though McClane's lack of moves (beyond the strafe) can be annoying. The driving engine is pretty good, but lacks the type of realistic car physics found on so many other PlayStation titles.

The most enjoyable part of the game is the light gun-blast those baddies as fast as you can, picking up various power-ups and special items on the way. Fox Interactive's also added secret sets of car keys; collect them to unlock better cars for the driving portions of the story. For those of you who don't want to wade through the "Story" mode, there's an "Arcade" mode that allows you to jump to the different games; if you want to see the whole game, though, you'll have to play through both modes to unlock all the secrets and see all the different levels (it's all about the ambulance level!). The truth is that while DHT2 remains a solid game with plenty of action, it just

doesn't go far enough. Over the past two years, we've seen the release of such stellar action titles as Metal Gear Solid and Syphon Filter 1 & 2; these are the games that define the genre, and compete directly with DHT2 for that consumer buck. Unfortunately, DHT2 just can't compete. Like Tomorrow Never Dies, DHT2 will satisfy those who buy it, but it's no substitute for the aforementioned genre-defining titles; DHT2 is what you buy if Syphon Filter is out of stock. It's certainly worth the rental, though, just for the gun game sequences, if anything.

> The Judge thinks Mr. McClane paid a visit to the Hair Club For Men













JUDGE: I REALLY MISS SAMUEL L. JACKSON...

DEVELOPER - FOX INTERACTIVE | 1 PLAYER

PUBLISHER - FOX INTERACTIVE AVAILABLE MAR. '00

VIEWPOINT . Score 8



additions like your breath in colder climates, and some cool real-time lighting. The cut-scenes are o.k., but nothing great... The only reason to even watch them is to gather information—nothing more. You'll notice as you play that there are more checkpoints along the way, to cut out some of the repetition. Hard-core players like ECM scoff at this 'Care Bear' approach, but I have to say I approve. SF2 has many areas that require several rounds of trial and error (one of the game's few drawbacks), and the added checkpoints only make playing through these areas more convenient. playing through these areas more convenient.

Look, just buy this game... it's as simple as that. Syphon Filter

2's an improvement over what is arguably one of the best PlayStation games ever made, with more action, more levels, and more Logan. What more could you possibly want...



MULTI-PLAYER?

O.K.—all console game two-player modes suffer from one debil-O.K.—all console game two-player modes suffer from the deblitating drawback: You can see your opponent. This makes it nearly impossible either to sneak up on someone, or, in the case of *SF2*, snipe someone (a head shot is a kill). If you have a problem with this type of gameplay, you're not going to like the multi-player mode here. If it isn't an issue for you, though, you'll be pleased to know that *SF2* has one of the best two-player modes available on a console. Finally, *SF*'s options—like the Sniper mode and auto-targeting—make its good camera angles, weapons aplenty, and interesting arenas even more enjoyable. ing arenas even more enjoyable.

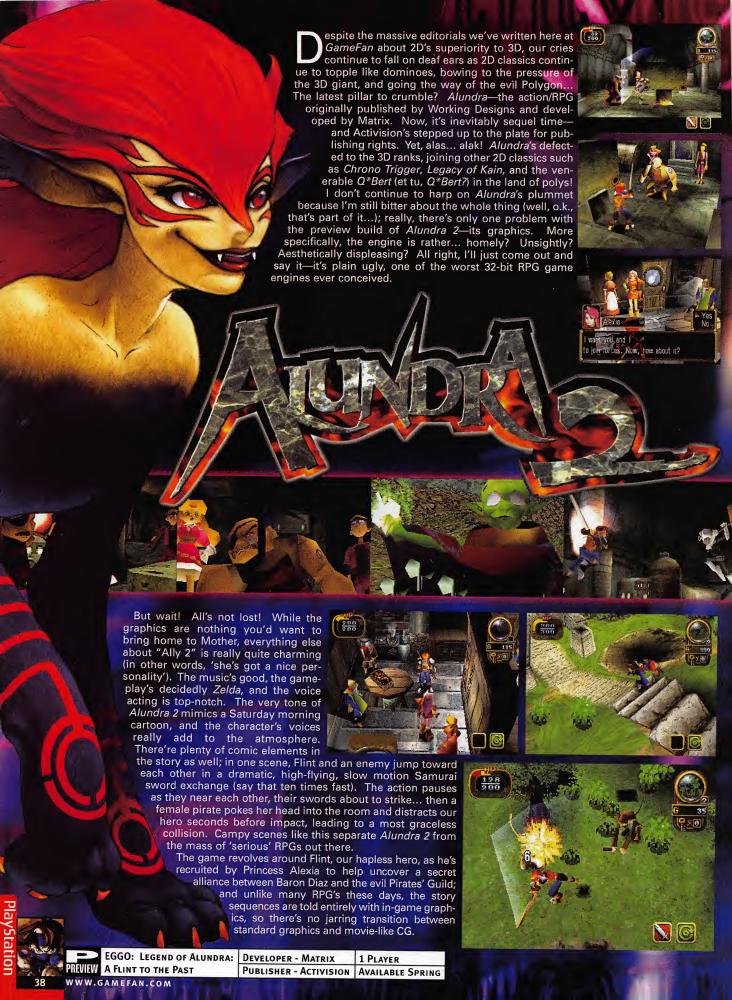
The Judge dreams of the day the government will call on him to do some wet work.



DEVELOPER - 989 STUDIOS | 1-2 PLAYERS PUBLISHER - EIDETIC

THE IUDGE: THIS IS WHY I AVAILABLE MAR. '00 STILL HAVE A PLAYSTATION...

WWW.GAMEFAN.COM





Coming Soon Coming Soon Coming Soon Coming Soon Coming Soon Coming Soon











Resident Evil Survivor (Capcom) — Turnabout is fair play; imagine The House of the Dead in a Resident Evil universe. Survivor's one of the few gun games that will allow player-controlled movement.











Vanishing Point (Acclaim) — Acclaim's Vanishing Point has its sights set on *GT2*. Over thirty vehicles, from the wildly popular Mini Cooper S to the McLaren F1, find their way onto the PlayStation.











Grind Session (SCEA) — Sony and Shaba hope to dethrone Tony as the PlayStation skating king. It'll be quite a feat to accomplish. Get ready to grind!











Disney Racer (Eidos) — If Crash, Mario, and every other mascot on the planet can do kart racing, why can't Mickey? From the looks of these shots, Disney Racer might give Crash a little run for his money...

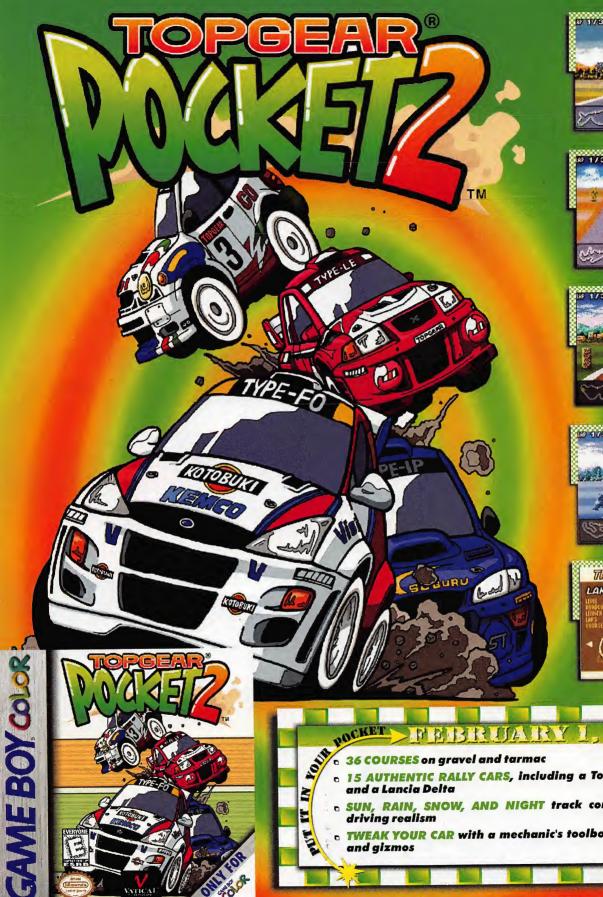








Wild Arms II (SCEA) — Been missing Contrail's long-awaited sequel? Wild Arms II is close at hand, and from what we've seen, it aims to please.















- o 36 COURSES on gravel and tarmac
- o 15 AUTHENTIC RALLY CARS, including a Toyota GT-4 ST and a Lancia Delta
- SUN, RAIN, SNOW, AND NIGHT track conditions add driving realism
- o TWEAK YOUR CAR with a mechanic's toolbox of gadgets and gizmos



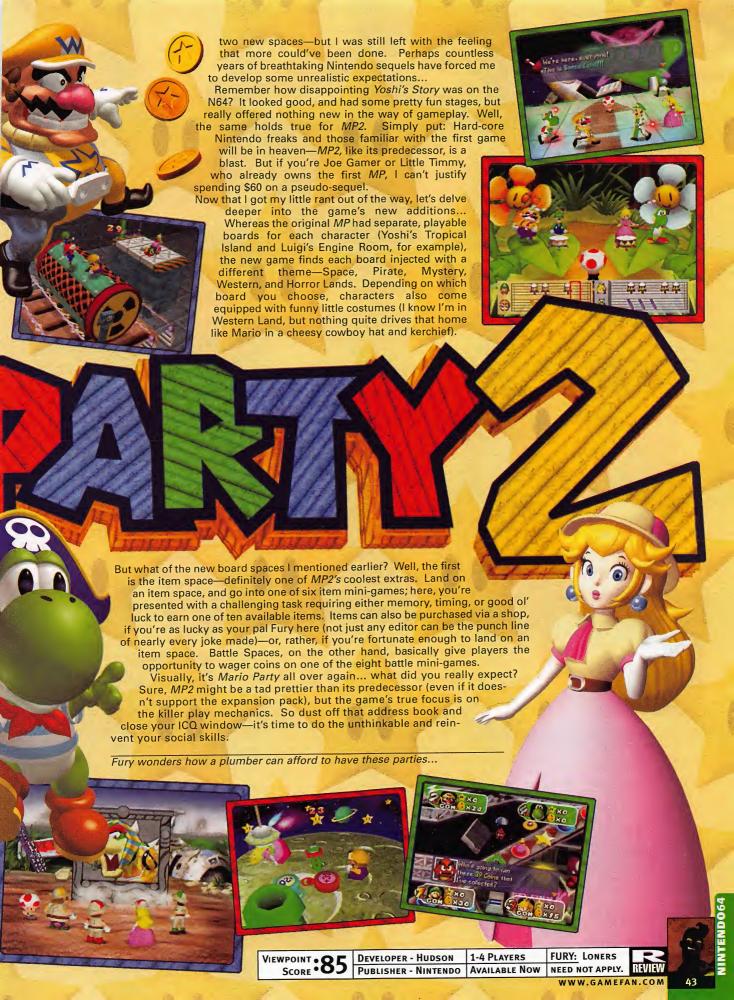


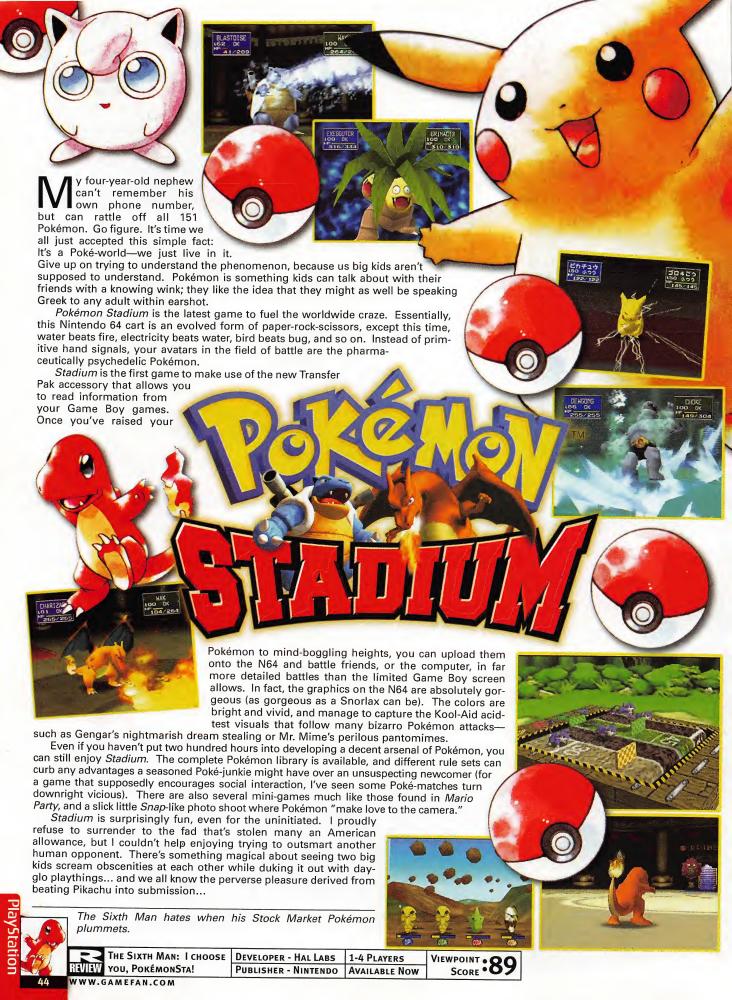
GAME BOY COLOR (KEMCO

















Famine.

Revolt...

Plague

Rebellion.

The struggle continues...

War-torn China awaits your unification.

Romance VI of the three kingdoms

Awakening of the Oragon



- New & improved battle units including Northern Riders & the naval units of Wu
- Redesigned Battle system & new Plot system for more tactical latitude
- New duel-based strategies for more control of the action
- Over 500 characters and 100 historical event sequences
- New personal goals/ambition parameter & defensive traps
- New Chronological Records system comparing player progress to historical events
- 7 new short scenarios & 7 full-length campaigns
- 1/- 8 Player excitement







COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON











Blues Brothers 2000 (Titus) — Jake and Elwood are on another mission from God, and they need your help to get through five Banjo-ish worlds and free their imprisoned pals.











Hercules (Titus) — Player One grabs the Minotaur by the horns. Take one part Kevin Sorbo, mix vigorously with Zelda-like gameplay, and voila! Hercules is born.











Duck Dodgers (Infogrames) — It's Duck Dodgers in the twenty-fourth and a half century! Yet another solid Warner Bros. license promises a slapsticky adventure game that everyone can enjoy.











Kirby 64 (Nintendo)—Not to be confused with Kirby's Air Ride, Kirby 64 is a platform game much like its NES grandpa. Let's pray this one doesn't suffer the same fate as Yoshi's Story.











Stunt Racer 3000 (Boss)—Remember Boss Studios, the company responsible for Spider? Well, it's time for another racer. Stunt Racer looks beautiful and if all goes well should play better than Star Wars Racer.



by SCUZZLE.COM for crimes committed in cyberspace

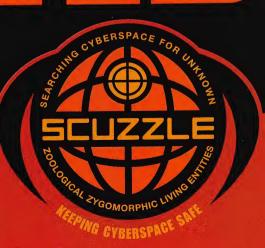


VIEWER WARNING:

Never look at your computer the same again!

Awareness is crucial! For more information check out www.scuzzle.com

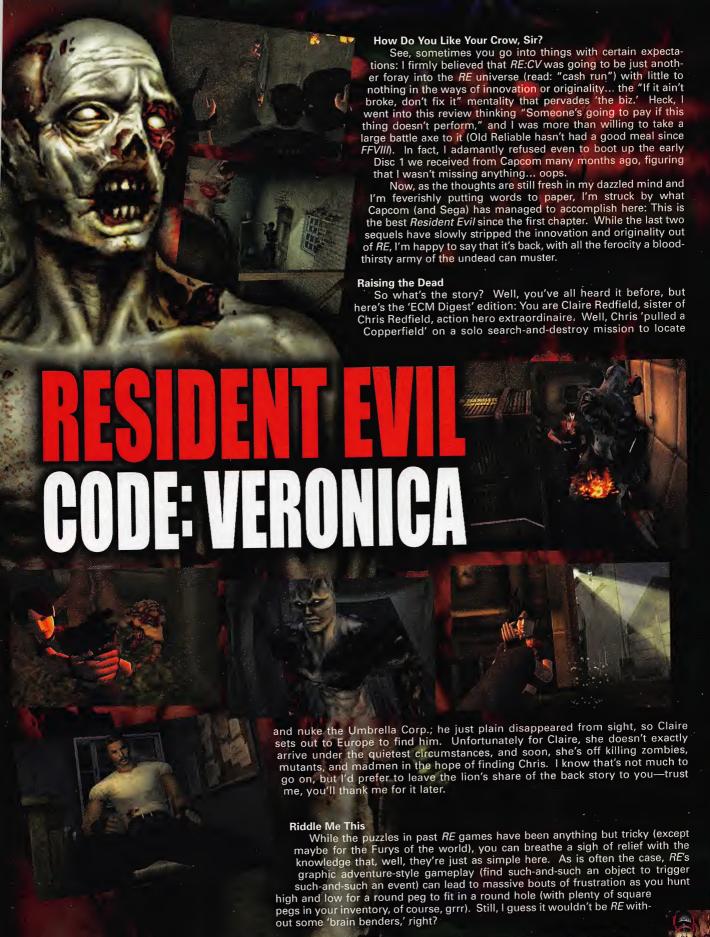
VULTURA and the distinctive likenesses thereof are the exclusive property of Sian Lee Media, Inc. and are used here without permission. Let them by to find us, we're virtual, body. TM & © 2000 Stan Lee Media, Inc. SCUZZLE: TM & © 2000 Scuzzle, Inc. All dights reserved.





about? None other than Resident Evil: Code Veronica.

61



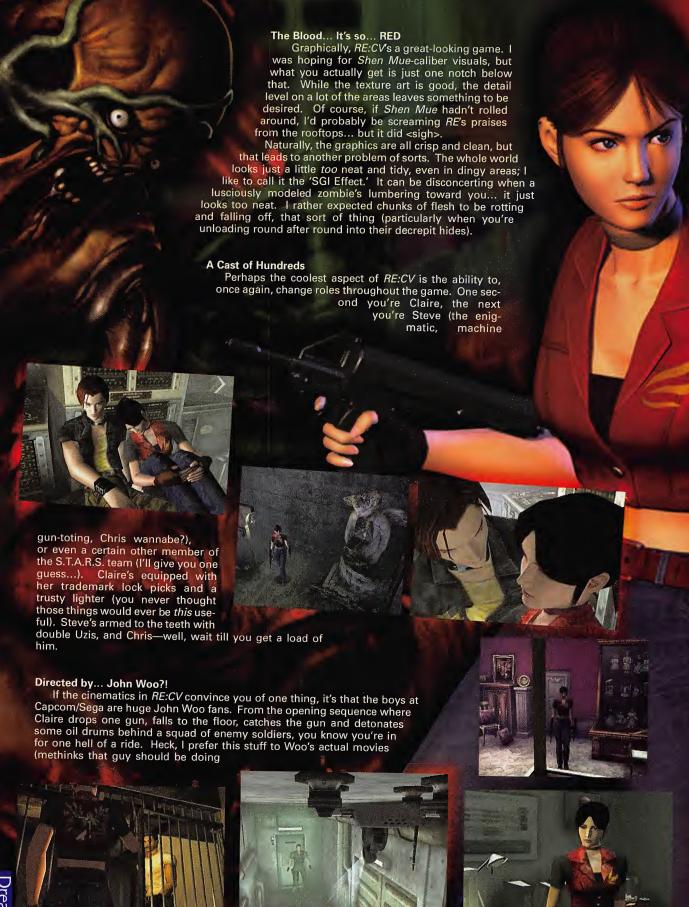
DEVELOPER - SEGA/CAPCOM | 1 PLAYER

Score 96 DEVELOPER - SEGA/CA

ECM: EVIL

WWW.GAMEFAN.COM

AVAILABLE NOW JAPAN INCARNATE



music videos or Mountain Dew commercials instead of films). That's not the only cool sequence... and believe me when I say that one scene features one of the most blazing cinemas of all time (if not the most blazing ever)—real-time, no less! Just get ready; when it looks like all's lost for Claire... well, you might just soil yourself.

Industrial Light and Magic, Move Over

Not only are the cinema sequences incredibly well directed, but the actual rendered portions are beyond what even Square and Namco have been able to muster: Capcom must have spent scads of cash to create movies of this quality. The opening sequence alone could convince you that an RE movie really is a good idea... though we all know how that's likely to turn out (must shake memories of Street Fighter: The Movie... therapy bills mounting... <urgh>).

Festering Sores

There's a lot to love about RE:CV, but it's not all daises and sunshine. For instance: Capcom's managed to provide you with far more ribbons than necessary for saving this time around, and enough ammo to make any redblooded, gun-toting NRA member blush-but it still seems to have an aggravating lack of vitamins and minerals. See, there simply aren't enough healing herbs, sprays, etc., littered throughout the game. Some people (like me, usually) love a good challenge, but nothing's more frustrating than limping around (halfway to becoming a zombie yourself), hunting high and low

> for some sort of balm, only to die a half an hour from your last save point because you can't get healthy enough to shake off a bite from a

single bat. Now that's frustration. Though I guess it certainly helps the challenge level, eh?

Good, Bad, I'm the Guy with the Game...

...and you should be too! It's becoming increasingly apparent that every bloody DC release in the past three months seems to be getting AAA scores (95+); this one's no exception. It's the finest installment in a franchise that was starting to get a little rough around the edges, and that's saying a lot. Clearly, Sega needed something like this in Japan, and Capcom delivered—and then some. I'm willing to go so far as to say that this game's even better than AM2's landmark Shen Mue—and if you've actually played it, that's really saying something.

ECM actually investigated (and got a second opinion on) the cost of having his right hand surgically replaced with a chainsaw.







My Kingdom for a Screen Shot

For months on top of agonizingly slow months, we drooled, slobbered, and (on rare occasion) feasted on the few screen shots Tecmo released to a world starving for a peek at their follow-up to the Model 2-bred fighter Dead or Alive. Could the blazing textures, glorious color, phenomenal character models and backgrounds-oh, the glorious, eye-shattering backgroundspossibly make a successful leap to the Dreamcast?

In theory, it was child's play. After all, NAOMI hardware is Dreamcast spec, with just a smidge more RAM... But how could that be? How could Dead or Alive 2 look this good running on 'mere' Dreamcast kit?!? Was this another case of a Hikaru (the same boardset that powers Brave Firefighters) game that could never make an accurate appearance on the DC? Would gamers everywhere be dismayed by another arcadeperfect-play, busted-graphics port from the SEGA of old (read: "Saturn ports")? Well, you can rest easy, SEGA-faithful—Dead or Alive 2's arrived, and redefined exactly what the world can expect from real-time computer graphics in the process...

Redefining the Word 'Awesome'

If you've perused the pages before you, it's probably pretty clear that Dead or Alive 2's the most graphically impressive video game to date. Stunning, jaw-dropping, eyegouging, earth-shattering visuals are yours for the taking—and take you will! Of course, some would say that AM2's masterwork Shen Mue and NAMCO's Soul Calibur



are better-looking games, but they'd be wrong-dead wrong. To quote Fury: "This game doesn't need to be running on the VGA box, S-Video, or an HD-TV to clearly re-define your world graphically. In fact, this thing could be running on a black-and-white TV set, and you'd bow down and pay homage to the masters at Team Ninja." They're big words, yes, but I must concede that they bear the uncanny ring of truth.

What's so special about the visuals? If the screen shots can't convince you of the sheer graphical force behind this title, maybe my meager words can: You have never seen anything like this running on consumer-level hardware. The aforementioned SEGA and NAMCO masterpieces-graphical powerhouses in their own rightjust can't compete as a package against the unfettered visual onslaught Dead or Alive 2 presents... and all this from Tecmo, a name not exactly synonymous with hardcore 3D graphic technology. The number of zeros on the check they must've written to this game's programmer is probably even 'scarier' than

the game itself...







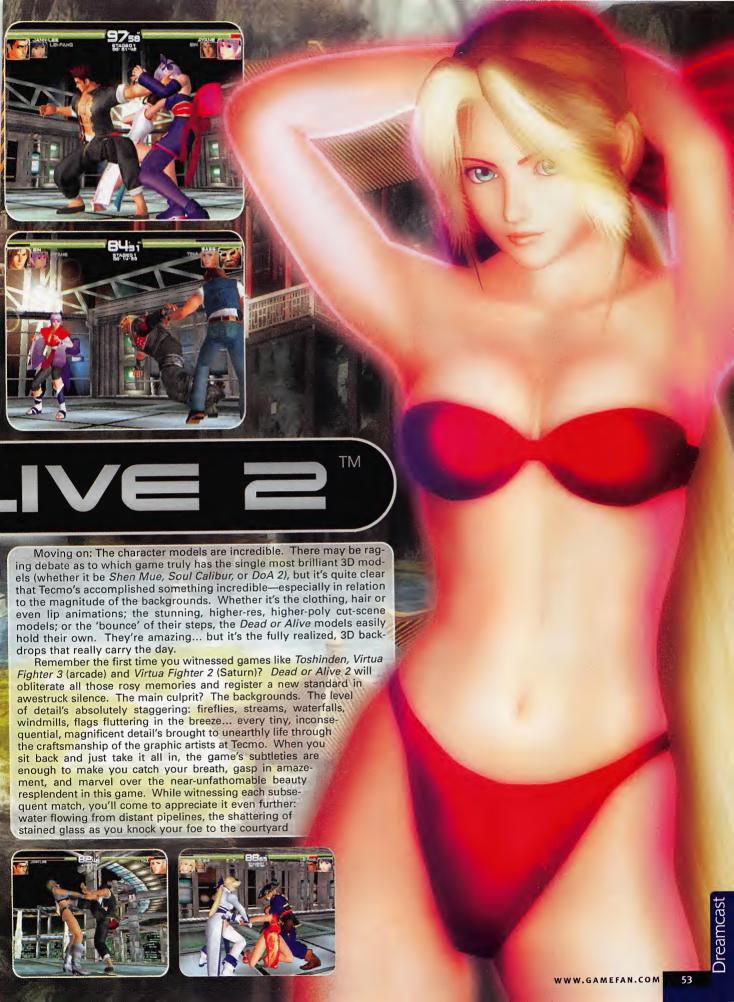


ECM: Most CERTAINLY ALIVE!

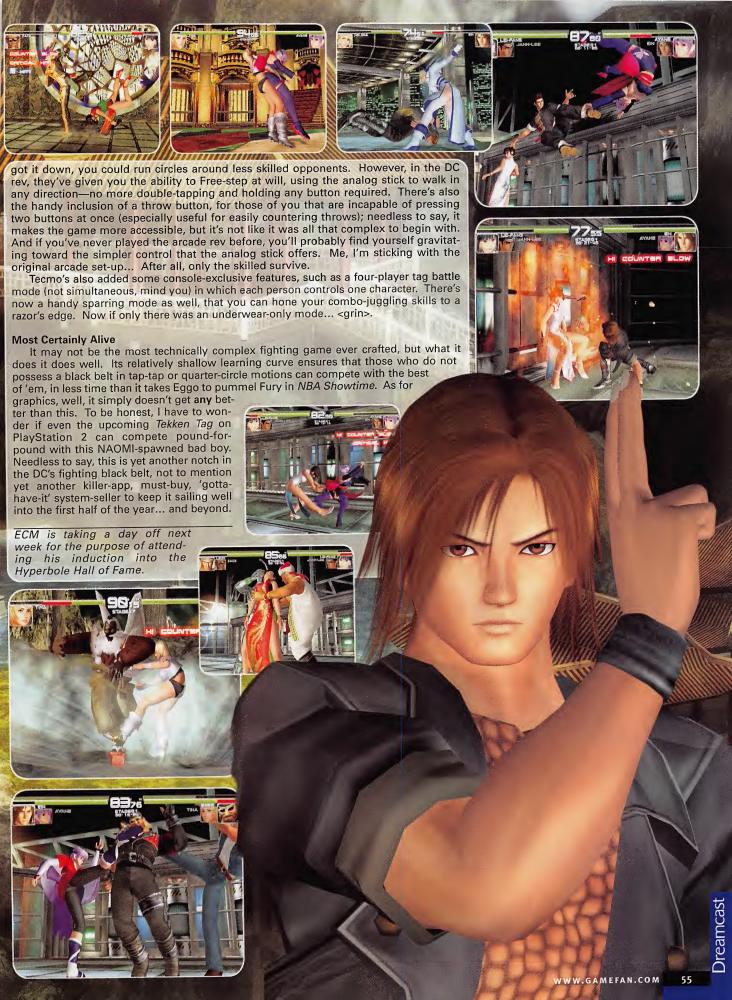
DEVELOPER - TECMO 1 PLAYER PUBLISHER - TECMO

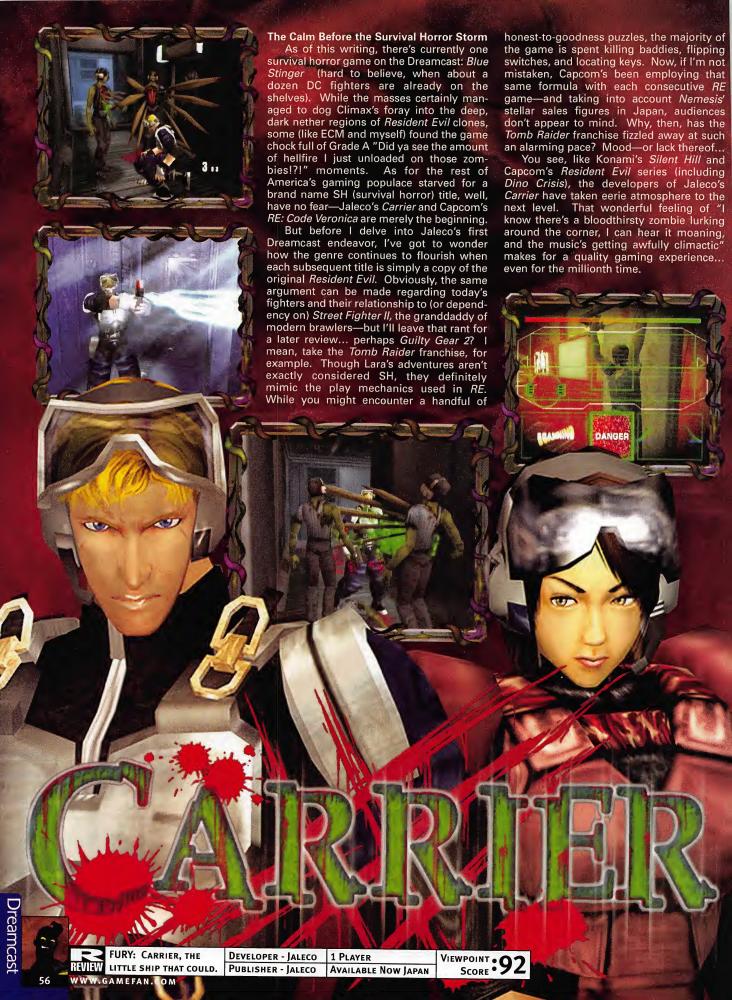
AVAILABLE NOW

VIEWPOINT : 92







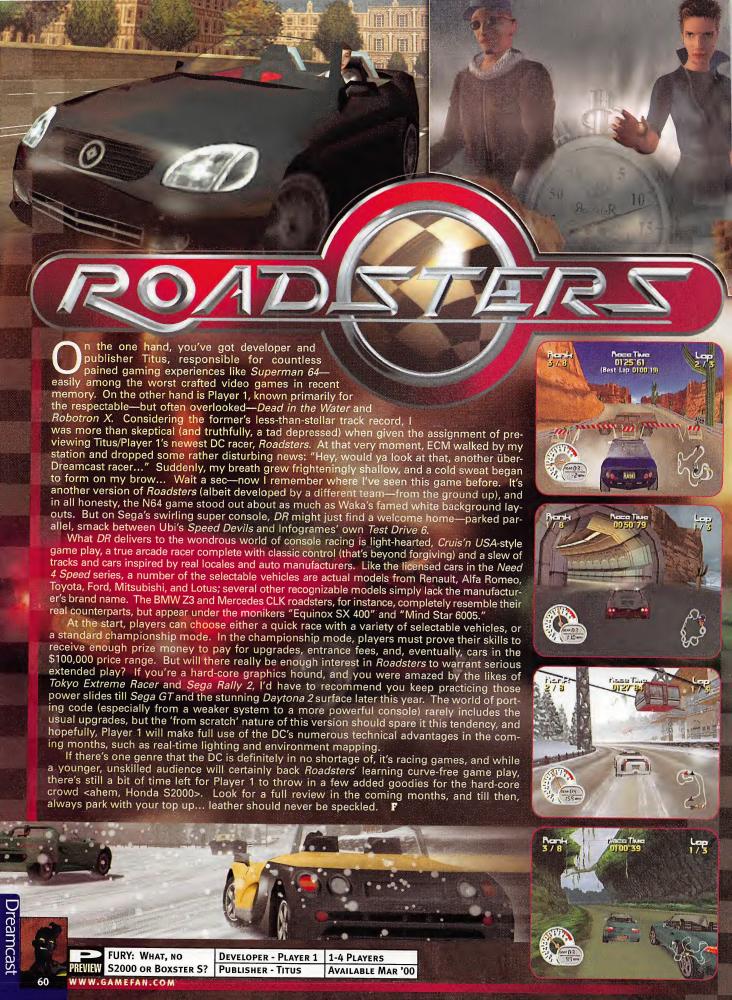




after a day of rough waters, threw up on a passenger and had a 'survival horror' game of his own.







Since the game's so incredibly hyped (not by Sega PR, oddly enough, but by a lot of Internet Sega fans that are hailing it the greatest racer since racers began), we took it upon ourselves to engage in a little stealth action to secure some quality playtime with Sega's latest pony-and we came away

just a little, well, disappointed.

"But why, ECM? What could possibly be wrong with the greatest racing game ever?!" Well, let me elucidate you: this game is Sony's Gran Turismo... on Dreamcast. Oh ves, make no mistake, this game's a frighteningly lifelike clone of Sony's numero uno driving sim. Everything, from the tune-it-and-go gameplay to the lackluster visuals (screen shots do lie on occasion), ensures that it's a near-carbon copy.











TOTAL TIME 00°10"888

LAP TIME DO'10"888







Everything from the gameplay to the graphics scream Gran Turismo. The car models look quite impressive, but they're not nearly as awe-inspiring as those found in AM2's Ferrari F355. The tracks aren't exactly pedal-to-the-metal excitement, either... Maybe they would be, if the cars didn't move like they were driving in heavy snow conditions.

Now, I don't know about you, but the one asset that'll make or break every racing game is the illusion of speed, and since consoles generally lack anything akin to a sufficient force-feedback option to enhance

the experience, everything needs to be conveyed through visual cues (no, Dual Shock pads do not count). Games like Sony's GT do without a convincing illusion of speed (until, of course, you soup the snot out of your car) that most people seem to completely overlook. Needless to say, this is a bit beyond my ability to understand. After all, if I'm going 180mph on screen, it would be nice if it actually seemed like it—not like I'm going 20mph on my mountain bike.

If, however, what you're looking for is a hi-res version of Gran Turismo, you've hit pay dirt. The only other person in the office that got to play Sega GT was Kodomo, and that guy was a GT freak. However, even he had to admit that Sega GT left something to be desired—even he was expecting something a bit more innovative. Still, the game isn't done yet, and perhaps there's still time for some of that Sega-brand magic to work its way into the gas tank...

So if you're still riding the Hype Express, now might be a good time to debark. After all, there's nothing worse than getting caught with your pants down and having to continue to lie to yourself that this game's really going to redefine the racing genre. But if a new chapter in the Gran Turismo saga's what you're looking for, then toss those pants, and get ready for the

ECM time of your life.

DEVELOPER - SEGA | 1 PLAYER

PUBLISHER - SEGA AVAILABLE NOW JAPAN GRAN TURISMO

ECM: SEGA

PREVIEW WWW.GAMEFAN.COM

NOTHING CAN PREPARE YOU FOR THE THRILLS OF HYDRO THUNDER! Based on the #1 arcade smash! >>> 9 unique turbo-charged boats with an unquenchable thirst for speed! >>> 9 treacherous courses through the world's most exhilarating terrain! Split-screen action for up to four players simultaneously!* >>> Real Newtonian physics model makes you feel every wave! >>> Bonus boats, bonus tracks, boost power-ups and shortcuts galore!





Mild Animated Violence

Sega@Dreamcast...

MIDVAY



COMING SOON COMING SOON COMING SOON COMING SOON COMING SOON











Tony Hawk Pro Skater (Crave) — Our favorite grind session (oops, did I say that?) is shaping up nicely on the DC. It's pretty much a straight port, except for the insane four-player mode...











Fur Fighters (Acclaim) — Cute, furry woodland creatures aren't well represented on Sega's 128-bit powerhouse. Acclaim will change all that, though, with cool characters and stellar gameplay...











Gauntlet (Midway) — Elf needs food badly—and for everyone that's been looking for an arcade-perfect port, this should be it.

No tap needed for four-player mode? I'm there!











Rayman 2 (Ubisoft) — Look, Ma, no hands, again! What the N64 version lacked is sure to be remedied in this juiced-up port of *Rayman 2*...



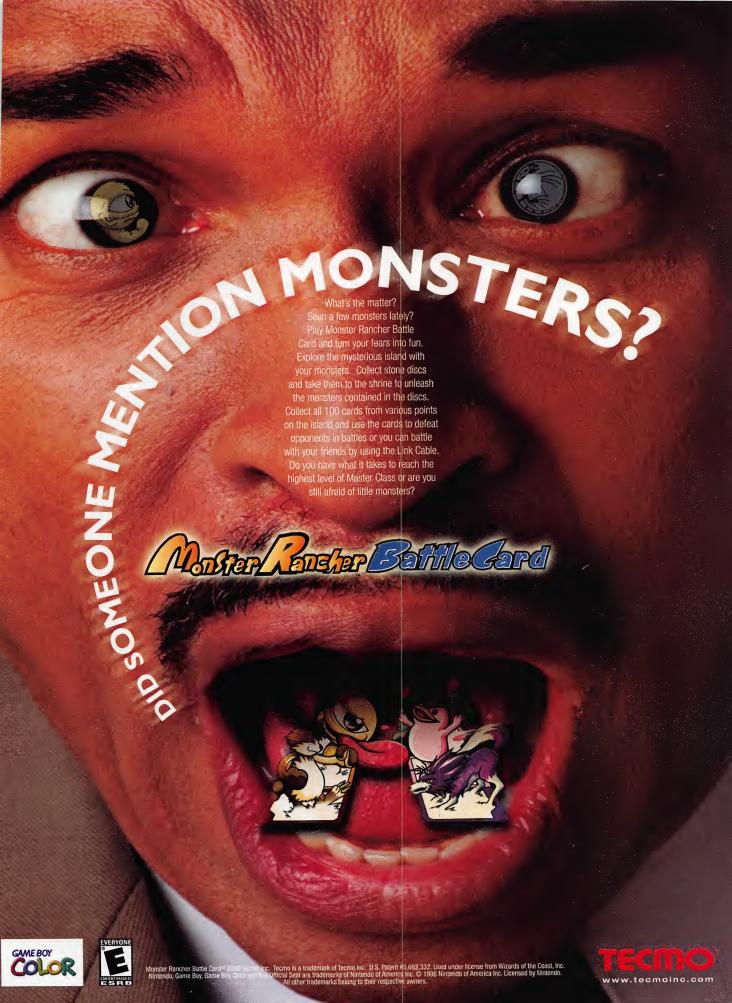






7.50-21:5 R.5.E

Time Stalkers (Sega) — It's been a long time coming, but the wave of RPGs is upon us. Start 2000 off right with one of the best.





N-Gen and Curly Monsters

Ever since I learned of the Curly Monsters' inception, I've been trying to dig up information on what the team's been doing with those nice blue PlayStation dev. kits of theirs. I even sunk to new lows when I was visiting fellow Liverpool developers Bizarre Creations (Metropolis Street Racer for Easter!). I tried bribing them in hopes of getting some information on what their friends at Curly Monsters were doing... needless to say, that scheme didn't work.

fighter planes flying at extremely low altitudes, blowing stuff up, and fashionably call it *N-Gen*.

Besides speed, another thing that *N-Gen* will share with *Wipeout* is the Designers' Republic-inspired design. When it comes to team logos, menus, and trackside textures, we're talking innovation and style like Namco. The color scheme used in the game's a mixture of green and bluish colors, which work really well in giving the game a look all its own. Of course, a lot of work's still being done with the design... a local

game's main mode (the N-Ge league) after GT's Turismo mod which means you need to w races to obtain money to upgrac planes. When you have the cas it's possible to buy a complete new plane. There are over for







You have to understand that

Wipeout changed the way I

viewed all European console

games (namely, I stopped hating them), so anything the creators of

that seminal piece of game

design are working on is of great interest to me... Well, anything

except Burcombe's last Psygnosis

game, Psybadek, which is best forgotten (try Trickstyle instead if

you want hoverboarding action).
The gleam of the Pulitzer was

still beaming in front of my eyes,

so I didn't give up my efforts to dig up some dirt on N-Gen, the

Curly Monsters' first game.

was smart enough to snap this

baby up for release across Europe

Those who read GF Online know a

thing or two about my fixation with

N-Gen. It started in early 1999,

when rumors finally started to leak

out on what the former Psygnosis

team was working on. Surely they

wouldn't stray too far from the

genre they know so well, futuristic racing?!? Then again, it was defi-

nitely time to create something

new, so what do you do? That's easy—take the best (i.e., fastest)

bits from Wipeout, add lots more

speed, and put in heavily-armed

Infogrames

Globe-conquering

in the early summer.

design agency's helping the team come up with the visuals.

So what makes this game different from the countless other PlayStation racing games (besides your fighter plane, I hear you asking)? Well, the interaction between plane and player, for one thing. There are two different control methods available, depending on your preferences. The average joe can go for the Arcade-style method; this mode will deliver a very Ridge Racerlike experience, with simple condifferent models; some are rea some imaginary, and some ar based on planes currently rumore to be in production... Shady rep resentatives of the various manu facturing countries actually sell the planes, which is a nice touch.

I hate flight sims with a passion about the only reason I even treather out on the PC is to check out how the ground detail is, and if the cities look any good. Usually, you either have hyper-detailed graphic and absolutely no sense of speed



trols. But if you really want to go for the next level in jet fighter flying, choose Simulation mode. Here, the controls are a lot more sensitive and responsive, giving you complete control over your plane of choice—which basically means you get to go faster... as long as you stay in the air. Don't fret, though; even in Simulation mode, we're not talking about Micro Prose levels of realism... If we were, we couldn't possibly be talking about fun gameplay.

Curly Monsters acknowledges the masterful design of Polyphony Digital's finest hour—Gran Turismo—and are basing their own



or you get fast action over completely flat landscapes... boring Most of the time in a flight sim's spent at extremely low altitudes, so creating detailed and interesting landscapes is of paramount importance. The undulating landscapes of N-Gen are littered with detail, and the course you're supposed to follow is conveniently marked by red blinking lights-just like the ones you see on airport runways. Fail to follow the course, and you're automatically dragged back to the track; you can't deviate much from the racing line.

N-Gen races take place over fourteen different levels, and the

wer you fly, the faster you go. it 1000 meters, though, and the ane'll stall. Avoid your cometitors if you can, though; they'll y to damage your plane with issiles and cannon fire, so if eed be, drop back, blast 'em ith some missiles, then put ome ventilation holes into their ulls, just for fun.

N-Gen was originally set for a flarch release, but has been ostponed until May, possibly for big E3 release. That gives the sam more than enough time to vork out any hiccups currently pund in the game. Time will tell Curly Monsters will become a broce to be reckoned with, or nother offshoot team that gets best in the shuffle (Eighth Wonder, when is that game comng out again?)—I'm betting firmy on that first option.

Managing Director Andy Satterthwaite (producer of Wipeout 2097 and Colony Wars) ook time out from his busy chedule to answer a few quesions about N-Gen and the Curly Monsters in general:

GF: Was it difficult to leave esygnosis and form your own

AS: Well, we deliberated over it or a long time, but when we actually made the commitment to each other, it wasn't that hard. The difficult bit was getting a studio set up quickly so we could get on with the ob... In the end, it was about a month after we'd left before we could actually start work.

GF: What did you think of Nip3out?

AS: They seem to have done an alright job—it certainly looks good. But they really didn't push the idea much further, and I'm not sure if that's acceptable for a second sequel. However, we've only played the demo version, so I don't think it's fair to really comment.

F: How did you come up with he idea for Jet:X/N-Gen?

AS: The idea of flying jet fighters really close to the ground in an ultra-fast race just sounded like a good one. We knew we wanted to do a racing game, we knew we wanted it to be fast, and we also wanted to do something a little bit different from everything else out there—the rest of the ideas just evolved from there.

GF: What kind of research has been done for the various fighter planes? Are they all real-life planes, or have you created some?

AS: We spent quite a bit of time in the beginning, researching the

different planes, which are all real-life ones, to make sure that we knew how they were supposed to fly. But *N-Gen* was never supposed to be a flight simulator, so we've taken that information and turned it into plane handling that's representative but primarily fun (as opposed to completely accurate but far too difficult or boring).

GF: Can you give us a run-down on the gameplay and the different modes of play?

AS: Handling modes aside, there are two main game modes: Arcade and N-Gen. Arcade's designed for people who just want a quick game; they can pick from a small selection of aircraft and race without having to worry about earning enough money to buy the planes, etc. Also, our Two Player modes are available in Arcade—these are either Head-to-Head for racing fans, or the intriguing Chase mode for those who want a more combatoriented experience.

In N-Gen mode (which is singleplayer only), the gameplay follows GT-style lines. The player has to obtain race permits, buy aircraft, then race them in single races or championships to earn money to upgrade those aircraft, or buy new ones-to enter more races and earn more money. Besides racing, N-Gen also offers Time Trial, Free Flight and Majic-12 (timed challenges) options to further extend the game. There are four different classes of aircraft (and hence, races), ranging from the slow, simple, and weapon-free Trainer class to the ultra quick X-Fighters.

GF: Is striking the right balance between arcade and simulation difficult?

AS: It has certainly taken a lot of work, and a lot of iterations and experimentation. The key difficulty is providing something easy enough for a novice to play, whilst providing enough depth for the hard-core—this is why there are so many game modes and why we have provided two different handling modes.

GF: Why the change from Jet:X

AS: This was primarily a marketing decision; apparently, there were a number of alternative interpretations of *Jet:X* in other countries ("X" representing adult content, "Jet" representing jet bikes rather than jet aircraft)... *N-Gen Racing*, to give its full title, represents the game more completely—it says it's Next-Generation, it says it's racing, and it seems to be acceptable internationally.

GF: Considering how much the music helped the "feel" of Wipeout, are you trying to secure some big-name artists to contribute to N-Gen's sound-track?

AS: Yes, we are working on this, but it's still not 100% confirmed.

GF: Curly Monsters is a small team... will you be expanding in the future?

AS: We will expand somewhat, but we intend to stay small and focused on quality. Having a small team this time has been a help, rather than a hindrance—we would hate to make the same mistake that others have of expanding to huge proportions, with huge costs, and then not be able to deliver the quality through poor communication and a lack of direction.

GF: Will Curly Monsters support the PS2 and do you think developers will still be supporting the Dreamcast when the PS2 comes

AS: Curly Monsters will certainly be supporting the PlayStation2. As for the Dreamcast, that's up to the developers who are supporting it—but it's sold over a million units in the U.S. so I'm sure some will stick with it.

GF: Does Curly Monsters think that 2D graphics and 2D-based games still have a chance on the market?

AS: Yes, they have a chance, if the game requires them... 2D Tetris is much better than 3D Tetris, for example... And 2D games are certainly very viable on handheld consoles. But I think 2D games are going to become less and less common, because unless you do happen to get lucky with a fantastic idea, you're going to sell fewer units than a similarly rated 3D game.

Thanks to Andy and Nick at Curly Monsters.

Sizzlin' Euro News

The Australian Dreamcast launch might have been a debacle of "Wild Wild West" proportions (no machines, no games, and no Internet connection, though it was clearly advertised on the package), but in Europe, Sega's having great success, despite the current drought of triple-A games. What you might not know is that currently, only Dreamcast owners in England, Spain, France, and Germany can access the Internet; the rest of Europe has to wait at least until summer just to get online. At least there are a few great titles in the coming months to ease the Crazy Taxi comes out pain...

February 25th, with NBA 2K following in March, and if all goes as planned, Bizarre Creations' duo of Fur Fighters and the long-awaited Metropolis Street Racer should be hitting the stores.

Medievil 2

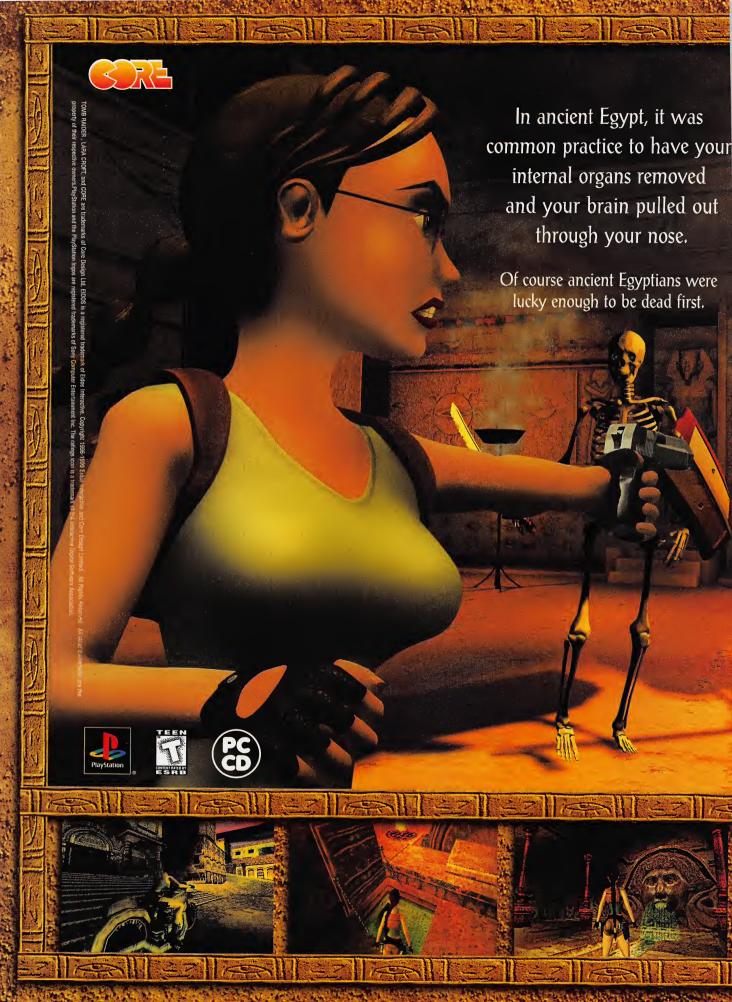
In Sony Land, Medievil 2's nearing completion for an April release across Europe. The original game's notched up sales of over 80,000 units (despite an extremely disappointing U.K. debut-the word brick comes to mind), so there's definitely an audience for the sequel. Hero Dan Fortesque's called back into action for the sequel, as Lord Zarok's spell book falls into the hands of a certain shady individual known as Lord Palethorne. Palethorne tries to resurrect himself an army of the undead-soldier kind. Luckily, the spell wakes Sir Dan from his eternal rest, and it's up to you to stop his minions, and, ultimately, the evil one him-self. *Medievil 2* takes place 500 years after the first game, so the setting's very Victorian—which gives the designers a chance to flex their artistic muscle with cool London-based levels. Expect improved visuals in the same gothic style, along with new game mechanics-Dan can now control his hand remotely!

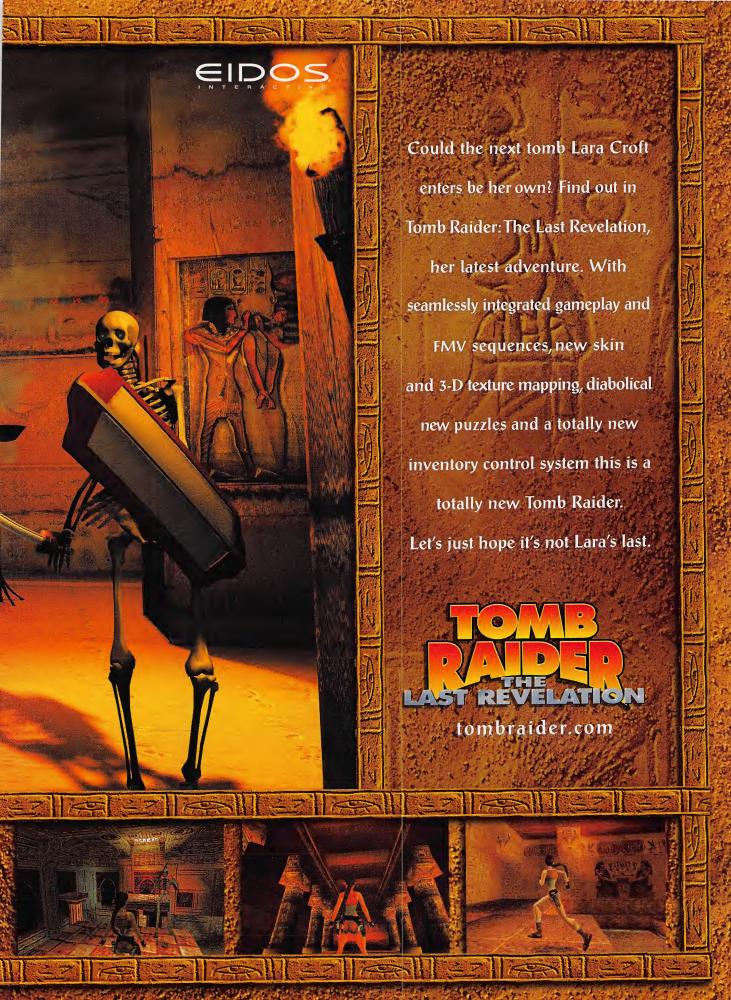
In Cold Blood

I would've thought, after all of Charles Cecil's lovely comments on the PlayStation 2, that Revolution would be the last developer to work on a state-ofthe-art game for the current PlayStation—but that's exactly what they're doing with In Cold Blood. Revolution isn't one that deviates too much from its adventure-game roots; In Cold Blood is an action/adventure title with some fashionable stealthy gameplay bits. You assume the role of John Cord, an MI6 special agent in the near future, sent on a mission to a small republic of the old U.S.S.R. Upon John's arrival, all goes wrong, and the plot unfolds in nine distinct missions. According to the superlative-laden press release, the story line (written by professional scriptwriters) will reportedly shed light on Cord's past and offer plenty of surprises.

At the moment, In Cold Blood's style is a dark one in the vein of Resident Evil, with highly detailed, rendered backgrounds—but there's some fancy technical stuff here, too, like realistic shadows and lighting, and very smooth-skinned characters animated to the Nth level. In Cold Blood will be released in Europe in the spring, with a U.S.

release to follow.





Janan Moule



























Judging from the latest shots of Grandia 2 for Dreamcast, perhaps GameArts should have named it 2 Grandia. On a system that isn't known for RPGs, this game just might be a godsend. The story will take place 10,000 years after God and Satan duke it out, leaving massive scars on the world. An interesting plot, but when you've got shots that look like this, who cares about plot? Expect the game to hit Japan in the summer of this year.

















(Dreamcast)

I gotta tell ya: Reubus, our resident nagging Art Director ("Where's my text, you slacker monkeys!?"), began his own little Aero Dance after seeing these shots. "A more combat-heavy Aero-Dancing? I'm soooo there!"























There's good news and bad news about Enix's Dragon Quest 7: Warriors of Eden. The good news is, well just look at this latest batch of shots.

Prepare for an amazing RPG experience that will push your PS to the limit. The bad news is that you'll probably have your hands on a PS2 before *DQ7*. The game has now officially been delayed until 'early May', so that the quality of the game can live up to Enix's standard. A bold statement, but consider that Square has delayed the release of Final Fantasy IX to avoid release near DQ7, and you'll get an idea of the serious pull this game has in Japan.

























Imports

Reviews

Valkyrie Profile



Chocobo Collection Devil Dice 2

75



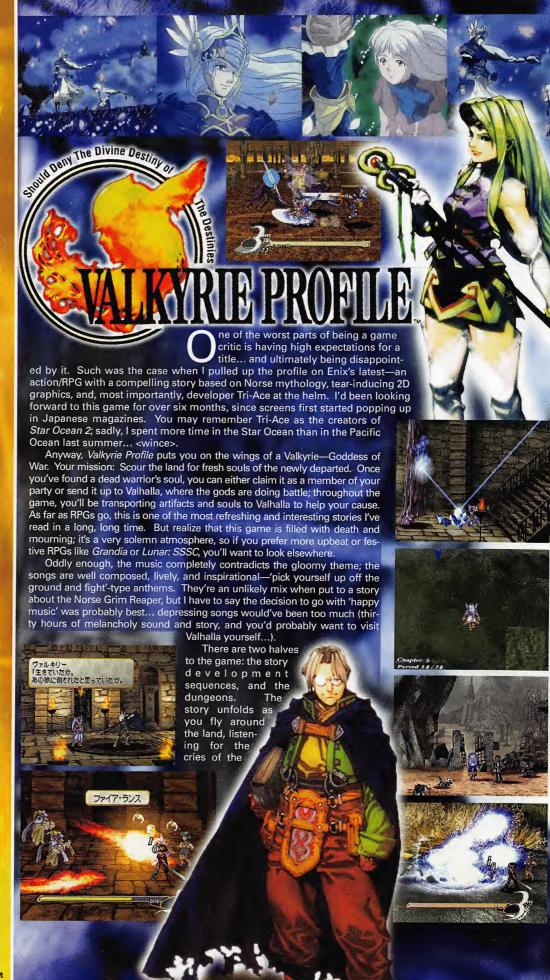
Parasite Eve 2



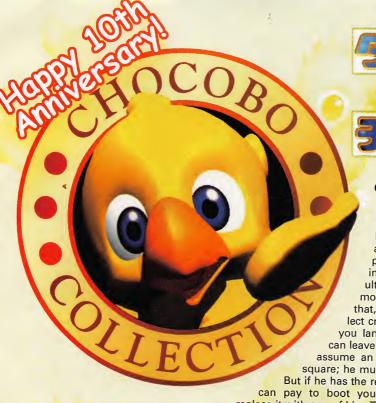
Cotton 78



D2 80







Chocobo De Dice

Chocobo De Dice... Due to ugly space constraints, this'll be the "Cliff's Notes" review. CDD's a combination of board games Monopoly and Risk... Picture a board with a path of squares (similar to properties in Monopoly), shops, and crystals; the ultimate goal is to earn a set amount of money before anyone else does. To do that, you'll have to circle the board, collect crystals, and pass 'Go' to get paid. If you land on an unoccupied property, you can leave a monster behind to guard it. Now, assume an opponent lands on your occupied square; he must pay the cost of rent immediately. But if he has the resources and monsters available, he

can pay to boot your monster out, permanently—and replace it with one of his. The catch is, he'll have to pay double the 'rent' to evict you (or triple the price to gain control of someone else's property). And, as in Risk, if you control all properties of a single region on a turn, additional money's rewarded.

Of course, there's more to it than just 'Monopoly with a corporate buyout clause' (look, Ma—hostile takeovers!)... What Square game would be complete without the lovable, cute-sified cast of Final Fantasy? Everything from the crystals to the Goblins

to Chocobo ... it'll all be familiar to fans of Chocobo's previous games. Plus, there are magic spells ("Frog" is just plain EVIL!) and a four-player mode. I had a blast playing Chocobo De Dice, and fans of Square and board games in general should love it too.









CHOCOBO STALLION





Chocobo Stallion

Did you spend countless hours breeding Chocobos and racing them in Final Fantasy VII? Then Chocobo Stallion might be right up your alley. CS is much more than the FFVII mini-game; it's a full-on Chocobo racing/breeding game, similar to Tecmo's Gallop Racer. Breed generations of Chocobos, bet on races, and raise your ranch to prominence. I sausaged out with the Golden Saucer Chocobo races in FFVII (won every prize and repeatedly stomped the black rider), but Chocobo Stallion's a little too in-depth for me. You'll need a very solid grasp of the Japanese language to play. Chocobo De Dice and Chocobo





Racing are games you can pick up and play immediately, but Chocobo Stallion is a much greater time hog. You can't really pick it up and have fun right away-it's more involved, and takes some getting into (plus, you need to have the right per-

sonality, one that's fascinated with horses/Chocobos circling a track). Let's just hope Square EA decides to bring Chocobo Collection to the U.S. (hey, if you're gonna bring Bushido Blade 2 and Front Mission 3 here, why not this?)—as long as they don't cut it like they did the Final Fantasy Anthology/Collection!





Chocobo Racing

Chocobo Racing (Mario Kart with a Square twist) is the third disc in Chocobo Collection; in case you were wondering, this is the same game you can purchase on domestic shelves right now. It's an amusing diversion that'll last a few days for truly hard-core Square fans, since it takes that long to unlock all the hidden racers.

Eggo's grateful that the two 'Dungeon' games didn't make it into the Collection.



EGGO: GOTTA CHOKE 'EM ALL.

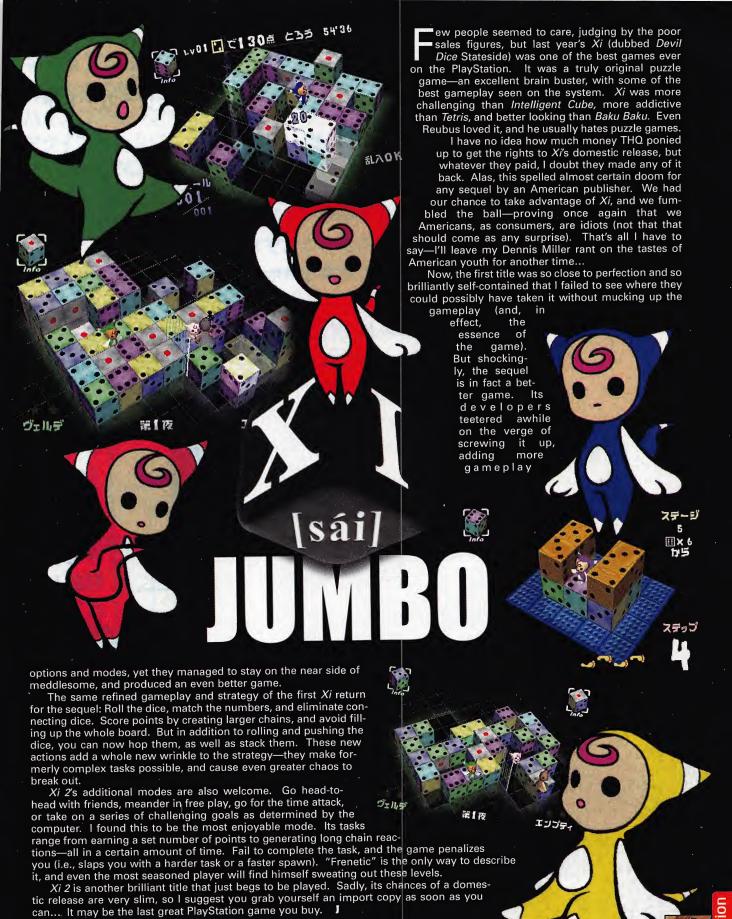
A-DOVE

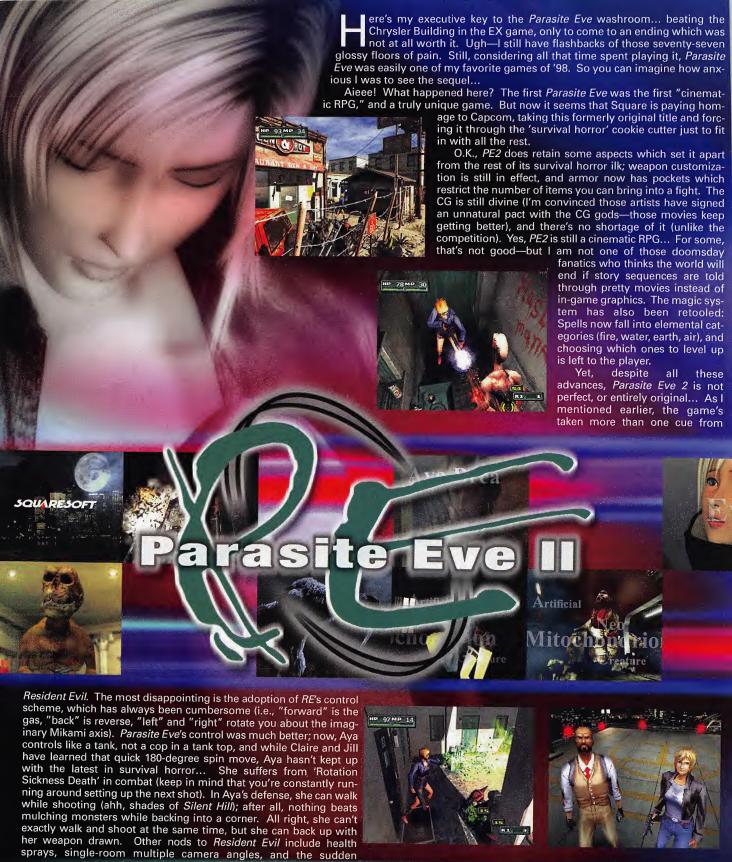
DEVELOPER - SQUARESOFT 1-4 PLAYERS

PUBLISHER - SQUARESOFT AVAILABLE NOW JAPAN

VIEWPOINT . Score • O

WWW.GAMEFAN.COM





EGGO: REVIEW RESIDENT EVE 2?

WWW.GAMEFAN.COM

DEVELOPER - SQUARESOFT | 1 PLAYER PUBLISHER - SQUARESOFT AVAILABLE NOW JAPAN

VIEWPOINT . 84

pounces of 'surprising' monsters. Thankfully, the classic 'door opening' loading scenes were left by the wayside <collective sigh of relief>... On the bright side, the battles in PE2 are more challenging than PE1, and more fun than Resident Evil. It requires more strategy, as its battles aren't always fought in wide-open spaces; they force you to use the terrain to your advantage. Say the location is a supermarket... Back yourself down an aisle, bottleneck the monsters at the head of it, and plug away from afar! Until they start jumping over the shelves, of course. Granted, Parasite Eve had the occasional corner to hide behind-but they were few and far between, compared to PE2's myriad beams, crates, poles, etc. Compared to Resident Evil, Parasite Eve's enemies are much smarter and faster ("your enemies are obsolete"). There are no lethargic, moaning zombies shambling about in this game, oh no; you've got to deal with swarms of blinding bats, dashing dogs, and hopping ldon't-know-whats. The enemy character design is pretty good (check out that flame-spitting, two-story monstrosity in the screen shots), and those unhappy mitochondria have mutated into some interesting additions to Bob's Traveling Freak Show. There's one thing that PE had which PE2 doesn't: a flair for the cinematic-i.e., jets screaming through the streets of New York, a multi-story, car-crushing monster, a mass of screaming, burning bodies falling from the balcony at Carnegie Hall, the rooftop explosion, Eve flying headlong into the camera... That feeling of Hollywood spectacle isn't here in PE2; instead, it just feels like you're playing another Resident Evil, and some people may be fine with that, but I was looking for a little bit more. ming Wehick I also have minor gripes with the occasional poor battle camera angle; sure, there's an aim auto-lock, but when you're firing blindly at a target off-screen, an unseen object can get in the way. And despite its multiple endings, Parasite Eve 2 is short—it falls in the '10 hours to complete' category—if you're an adventurer con cerned about length, though there is some replay value in the multiple endings. Square EA hasn't yet mentioned a date for a U.S. release, but considering the PE2 teaser first aired at E3 last year, it's a safe bet that the game will be coming Stateside soon... and with a fair share of gaijin import-buying, password-entering protection, I recommend you wait for it. Eggo doesn't fawn over video game females like Dangohead, but if he did, Aya would be a prime candidate... too bad she's got 'issues' with her past.

WWW.GAMEFAN.COM 77





here's nothing worse than witnessing the death of something you love... For some, it was the release of "Star Wars: Episode One," heralding the end of 'hard-core Star Wars.' For others, it was the cheesedout, super-weak 'new Metallica;' and for me if you have the super-weak 'new Metallica;' and

for me, it's what's become of the *Cotton* series of shooters and its latest stomach-churning DC misadventure...

The original *Cotton* (a solid arcade shooter from the golden age of arcade games) spawned sequel after sequel on the SNES, Mega Drive, and PC Engine in Japan. Essentially, they were all the same game, with an enhancement or tweak here and there (e.g., beefed-up music on the PCE CD rev). The *Duo* edition was the only one to make it out on this side of the Pacific... In it, you assumed the role of Cotton, our favorite little witch, rode her broomstick, and delivered death to all that sought to crush her happy-go-lucky homeland (no boos from the *Magical Chase* contingent, please). It was a great little game, with a nice cartoon-y twist; yet not until the Saturn rev of *Cotton 2* (and its pseudo-sequel/update *Cotton Boomerang*) was there a serious push to update the game for the Nineties.

Among those myriad sequels spawned, the Mega Drive was the beneficiary of a limited-edition title known as *Panorama Cotton*, a *Space Harrier*-like affair with some stunning scaling and color-cycling effects (not to mention a ripping sense of speed). Essentially, *Rainbow Cotton* is the 'sequel' to that game, in theory if not in practice.

Graphically, this game's right up there with the best the Dreamcast has to offer. Its brilliant, achingly smooth animation and color palette (com-

parable only to, well, a rainbow) made damn sure that anyone who saw this game on video or in screen shots would be awestruck. I mean, look at the screens scattered about this page—beautiful, aren't they? But as is the case with so many games, it's only skin deep...

Yep, scratch that thick veneer of Estée Lauder off and you'll be confronted with the ugly truth: *Rainbow Cotton*'s really a man! All right, she's still a cute little animé chick—but the gameplay... Well, all I can say is... "Pain." Again, the game's very reminiscent of Yu Suzuki's über-classic Space Harrier, and features the same behind-the-back gameplay. Warning: You may want to read that last sentence again, 'cause that's where the problems start: It's not over-the-shoulder, it's behind the back. And the geniuses that they are at Success have made it so that you can't see through or around Cotton. This means that your view of foes, power-ups, and the entire world's always partially blocked, so you miss lots of enemies and valuable power-ups, and get pummeled by enemy fire every

other second. It's agonizing, and completely ruins the game. Not to mention the control features, which would be called 'look-spring' in the FPS world... See, like some 2D shooters out there (*Ray Storm* leaps to mind), *Cotton* has the annoying habit of gravitating back to the center of the screen, whether you want her to or not; it just automatically re-centers the moment you let go. And the best part? *You can't disable it*. Time for a witch hunt, methinks...

Sure, I could regale you with tales of its cool branching level design and some of the more impressive boss moments—but who really cares? When a game is this poorly designed, I'm not going to send you, the gamer, out of your way to the store to pick it up. I think your best bet would to be to grab that broom and sweep this one under the rug... You'll get more use out of it than Cotton will. Maestro? Taps, if you will...

ECM is just upset about the recent resurgence of the art of midget tossing. The mats seemed somehow softer in the '80s...







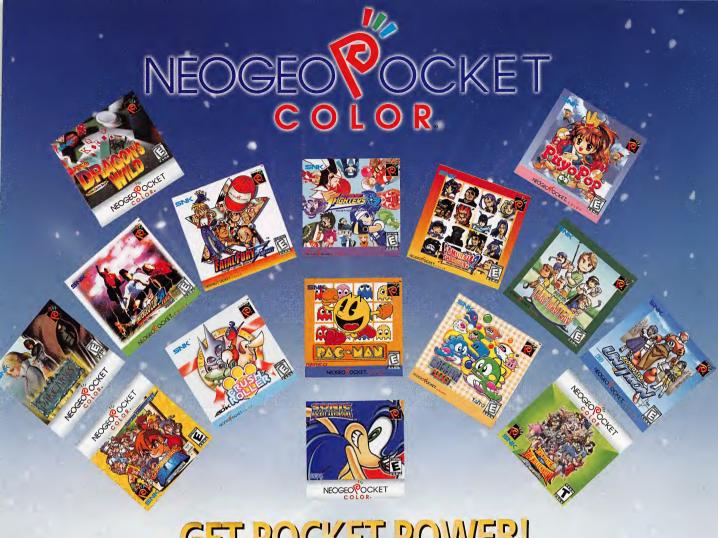
ECM: Success?
REVIEW Anything But...

DEVELOPER - SUCCESS
PUBLISHER - SUCCESS

1 PLAYER
AVAILABLE NOW JAPAN

VIEWPOINT:45

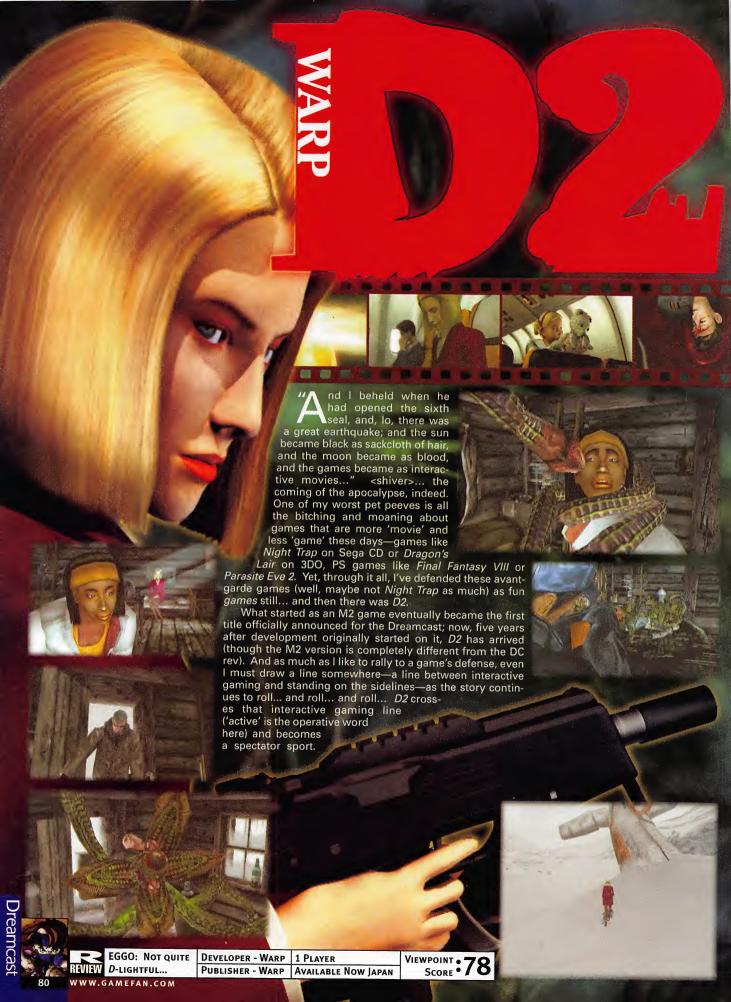
7



GET POCKET POWER!



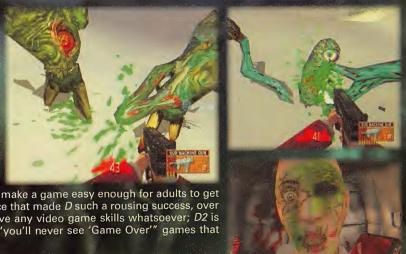
The software in this advertisement is rated from Everyone to Teen by the ESRB. SNK, NeoGeo Pocket, and NeoGeo Pocket logos are either registered trademarks or trademarks of SNK Corporation of America. ©SNK 1999, Pac-Man is a trademark of NAMCO LTD., © 1980 1990 NAMCO LTD., Licensed by NAMCO LTD., ©1999 DYNA, ©SEGA ENTERPRISES, LTD. 1999 Licensed by SEGA ENTERPRISES, LTD. 1999 Licensed by SEGA ENTERPRISES, LTD., SONIC THE HEDGEHOG is manufactured and distributed under license from SEGA ENTERPRISES, LTD. SONIC THE HEDGEHOG is a registered trademark or a trademark of SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.



From there, you assume the role of Laura and set out to explore the disturbingly white environs (creator Kenji Eno's reportedly said, "The theme of the game is 'white,'" and he wasn't kidding). Gameplay is built on two main functions: scanning for items, and shooting in the first person. The scavenger hunt plays a lot like the original D; explore rooms 'on rails,' open cabinets, gather items with the free 'look' option, and talk to characters. O.K., so it barely registers a pulse on the excitement meter... but that's pretty much what the original D was like (though it did have some challenging puzzles).

D2 shouldn't really stump you, either—Eno wanted to make a game easy enough for adults to get through (apparently, they were a large part of the audience that made D such a rousing success, over a million copies sold—eek!). Those 'adults' must not have any video game skills whatsoever; D2 is one of the easiest games you'll ever play, one of those "you'll never see 'Game Over'" games that

you'll finish with a lifetime supply of first aid sprays.







The other half of gameplay is comprised of FPS-like action sequences wherein packs of monsters suddenly pop up and charge you. It plays much like a gun game on a pad (bring back any bad memories for you *HotD2* fans?). Their frequency is just like an RPG's random encounters: Wander the world map too long, and you'll

be due for a shootout. There's not much to it—turn, aim, and fire; it's fun in a mindless, Berserk-like, hack-and-slash kinda way.

The character models are some of the best you'll see; if this game had come out a few years ago as scheduled, it wouldn't have had to compete with the graphical tour de force Shen Mue. Nevertheless, D2 is still one of the best-looking Dreamcast games yet. There's a ton of speech to go with the eye candy, as well—a large part of the reason why the game takes up four GDs.

When I say "a ton of speech," I'm talking about story sequences that take minutes at a time while characters carry on full conversations. This is one of the biggest problems I have with the game; there's so much dialogue and storytelling that you really don't get to play for very long. I'd say D2 is 50% storytelling and 50% game play—for every minute you spend pumping mutant monsters with lead, you'll spend another minute listening to character conversations and story sequences you cannot skip. If D2 had more game play and less idle listening, I'd give it a higher score. I really wanted to like this game. I was a fan of the first D, though I beat it in one sitting. Sadly,

D2 is but an average game because of its limited play time.

Sega of America's announced it will be releasing *D2* domestically, and it should be out around the middle of this year.

Eggo believes that if this game doesn't do well, Laura can always change her last name to Croft and become another marketing tool.







Too Hot For U.S. Release!

SoA will bring D2 here—but we won't get the same version as the import. Kenji Eno's officially announced that the game will be modified for U.S. release; perhaps phallic scenes such as this will be censored from American eyes naïve to the ways of those evil tentacles. But thanks to GameFan's daring cameramen (Shidoshi volunteered without much arm-twisting), we present the scene to you in its original, unmodified form... the way Japanese audiences saw it. Not for the faint of heart, eh?















Pioneer

games anine byb-RoM

INTERNET KEYWORD: DVD

AOL KEYWORD: DVDEXPRESS

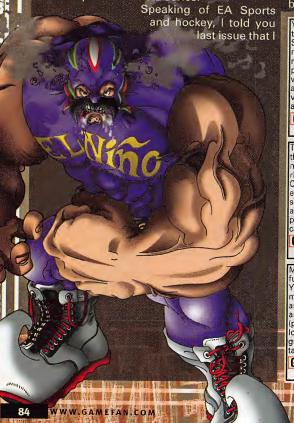
DVD EXPRESS

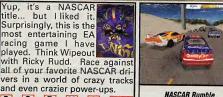
high speed entertainment www.dvdexpress.com





SPORTS GAMEFAN SPORT The best PlayStation t figures after years of being a devoted what happened golf game needed a here? The cutesy char-Houston Oilers fan that they move to sequel and here it is. Same phenomenal acters from the origi-Tennessee, the U.S. equivalent of the 6th Same phenomenal gameplay with more nal have been 86-ed to be replaced with a bunch of "Wrongway Trousers" looking ring of Hell, and then go to the Super goodies to unlock. Bowl-after I had given up on them. Oh, say it was better than the first if rejects how excrutiating it must have been for not for the lame character Gameplay is still as good as ever design which is a far cry from McNair to see his reciever stretched out at but that special feel that we liked the original's. Doh! ain't there no more. Sowwy. the one yard line trying to break the plane of Hot Shots 2 GCPMO91 PlayStation SCEA G, C, P, M, O, the goal, as time expired on the game clock. Almost as excrutiating as watching the There are way too many racing games available for the PlayStation and way Oilers blow a 35 point lead in the '93-'94 Yeah, I don't like rally racing—particularly when it's up against playoffs, sending me into a drunken rage through the halls of my fraternity house. its asphalt brethren. All in all, though, if too many rally games in Boy do I know how to pick 'em. the racing genre. Of all rally is what you need there's no better fix than Colin of them, though, this title shines the brightest. If it had more cars My worst nightmares seem to be com-McRae. I'm not going to give up ing true. Hockey, my favorite genre of 00:59.95 and some street racing, it would my GT2 for this one, but if sports game, is about to deliver what should ever need a real rally racer.. be better than Gran Turismo. Colin McRae Rally G C P M O 88 be the Holy Grail of hockey sims. The oper-G₂ C₃ P₃ M₃ O₃ I PlayStation SCEA ative word here is "should," though, because I have played the preview version Well it's about time.. It has been a long time coming but it is finally here. I still prefer the (one that is frighteningly close to reviewmissing from last year's batch of hoops sims, able) and instead of the Holy Grail, I may get ShootOut makes its depth and control of stuck with a Dixie cup. NHL 2K looks as return, although not as Live, but ShootOut still has all of the necesthough it will fall far short of expectations. triumphant as I would have liked. A solid title, it doesn't Even without comparing it to NFL 2K and sary elements that compose a excite as much as you'd think a NBA 2K, it cannot stand on its own. Currently Visual Concepts is trying to help solid basketball sim. If you need game that had an extra year of to find a substitute for Live, then development time should. look no further. NBA ShootOut 2000 GCPMO Black Box (a very talented team) right the G C P M O wrongs, but it may be too little too late. I must ask again, why didn't they share the NFL 2K engine...? However, I can sleep would go into more detail about the upcoming Rock the Rink game from the sports gaming gurus. Well, I lied. I will talk about it next soundly with the knowledge that EA Sports issue when I have more time and when I have recovered from my is currently working on its PS2 lineup, which shellshock from the anemic NHL 2K preview. Hopefully by then I will undoubtedly includes a 128-bit installment have more information on Midway's upcoming hockey title which will of my beloved NHL series. be directly competing with Rock the Rink. Speaking of EA Sports and hockey, I told you Yup, it's a NASCAR I do not share the same affinity for this game that EI Niño does. I like the idea of but I liked it. last issue that I Surprisingly, this is the most entertaining EA racing game I have played. Think Wipeout fusing combat racing with NASCAR, but the with Ricky Rudd. Race against all of your favorite NASCAR driengine is only so-so. Better than Jeff Gordon Racing, but not the Redneck Wipeout I would have vers in a world of crazy tracks





GCPMO85

The first golf game for the Dreamcast and it is nothing more than a rip-off of *Hot Shots*. Cute characters, an some nice graphics make it worth a look, but not enough effort was put into utilizing the machine's capabilities to make it a stand-out. G C P M O 70

More of the same, but fun none-the-less. Your favorite button masher is back and it is as far from Nagano as any game can get (phew!)... Basically, a very shal

low one player experience but great for parties. Let the smack talking begin...

PlayStation

Let's take the solid DC can offer.

Tee Off Acciaim

International Track & Field

Konami

liked to see.

GCPMO

gameplay engine of Hot Shots and add in the Hi-Res looks that only the like a good formula, but
Tee Off fails in one area—person-

ality. A nice freshman try in the DC golf department, but just a smidge off the green.

GCPMO

Better graphics, same old gameplay... but how much innovation from a Track & Field game? Konami's tried-n-true T&F formula still makes it a solid multi-player game. Just make sure to invite friends cuz the one player game is zzzzzz... G C P M O



Colin McRae Rally



Review

Developer: SCEA Publisher: SCEA

Available: Spring # of Players: 1-2

ith so much hype for the underachieving drivel that passes as 'games' these days, it can be hard to get excited—even for the most heavily anticipated titles. Then there are games like Colin McRae Rally (Colin McRae 2, in Europe), a title so outta left field that when you start playing it, you feel as though you've discovered a lost treasure.

<u>Gamefan Sports Gamefan Sports Gal</u>

Colin McRae will surely be overlooked in the whirlwind surrounding Gran Turismo 2, but it really is the best rally game developed for the PlayStation to date. While all the yesman editor monkeys in the industry are proclaiming GT2 as the second coming, I feel that its graphics are worse than its predecessor's, and there just isn't enough new stuff in the game to warrant forking over the dough. No, my vote goes to Colin McRae Rally. It's an outstanding game, and is one of the reasons I still get up in the morning.

This is a rally simulation—not an arcade experience—so don't expect a bunch of cars crashing into each other, jumping dirt moguls, and running on railroad tracks. *Colin McRae* is all about the real rally experience, spending more time battling the harsh terrain and less

time trying to outmaneuver other cars. In fact, you shouldn't even see any other cars on the many courses spread throughout the world; the game's about getting the best time (as compared to your opponent's), not being first to the finish line.

The sound and control are all top-notch; I feel that the engine is, in fact, even better than *GT2*'s (wipe that smile off your face, I'm serious), and delivers better graphics and car physics. It doesn't include as many cars or extras, but *Colin McRae* nonetheless has an ample variety of both rally vehicles and courses. Add the ability to customize each race, and you've got all the necessary ingredients for a deep, enjoyable racing experience.

Colin McRae Rally may be the best racing title on the PlayStation; you owe it to yourself to check it out if you weren't planning on it already. **EN**



ORTS GAMEFAN SPOL





Not Shots 2





Developer: Clap Hands Available: 3/7
Publisher: SCEA # of Players: 1-4

ow do you improve on a game that's destined to be a classic? Well, usually you don't. All you can hope to do is to deliver the same quality experience with enough extra goodies to make people who bought the first game return to buy the second. This is the credo most sports game developers live by (even if their game's far from classic).

Hot Shots Golf isn't exactly your gardenvariety sports title, though. It appeals to both the sports fan and the average gamer who cares little for the stat tracking and the realism of the genre. Hot Shots Golf 2 tries to re-capture both audiences, and manages to do an excellent job of it... even if it is a slightly lesser product compared to the original.

Now here's a little background: Hot Shots 2 is not the same game. The team that made the first Hot Shots is not the team behind the sequel. This time, it's only the lead programmer and his new team, Clap Hands. We won't go into the circumstances that led to the change, that we might protect the innocent (if any)...

Hot Shots 2 has the same great gameplay,

variety of characters, and secrets to make fans of the first outing happy. There are more courses this time around, and a new trophy room—not to mention several different sets of clubs and balls to enhance performance and add depth. There are many more features and items to unlock as well, whether you finish first in the tournament year or choose to best all the other golfers one on one.

Now, what makes Hot Shots 2 a lesser game than its predecessor? Two words: character That's right—I'm pissed design. because they replaced the cool, big, cartoony heads with what I think are some pretty weak new golfers. Yeah, it's a pretty small complaint-but it has a dramatic effect on the game's overall look, and when you compare it to its predecessor-which borders on perfect-it's enough to knock it down a peg.











Dev.: TREY ARCH Avail.: Opening Day Publisher: EA Sports # of Players: 1-2

MEFAN SPORTS GAMEFAN SPURTS





MEFAN SPORTS GAMEFAN



ith any luck, this'll be the last Triple Play we see on PlayStation-not because it sucks; lord knows it doesn't-but because I want to see what EA can do with this game on the PS2 and Dreamcast (assuming the stockholders made a big enough stink about its lack of support).

I also want to see this game make the big step to 128 bit, because it is clear by looking at Triple Play 2001 that they've finally run out of things to do with the franchise; like all the other 32- and 64-bit baseball titles, it's played out.

You know they're scrounging for something new when they're picking up licenses for things like the "500 Home Run Club." Somebody tell me what this is, and why I should possibly care? What's next, the "Players With More Than One Illegitimate Child Club?" Please. I am fully aware of the impressiveness of this feat-but come on, do they really get their own license? An even better question: How does this make a baseball game any better? A great answer would be: It doesn't.

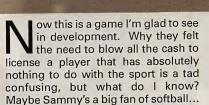
No need to harp on that, though; it just strikes me as hilarious in this license-happy industry. Let's talk about what TP 2001 has to offer. On top of the 500-homer license, they also have the rights to the Big League Challenge, so you can partake in the MLBPA's version of the QB challenge; there's also the addition of secret power-ups, teams, and stadiums to unlock in "Arcade" mode. Finally, the graphics, color booth, and Al have all received their annual augmentation, making TP 2001 a step above the previous versions.

I really can't say yet whether this all translates into a "must have" or not; with so many versions of it and other franchises out there, it becomes harder and harder to justify buying a new baseball sim. Still, this is Triple Play-and you know it'll be one of the best on the market.









The sport (or leisure activity however you wanna classify it) of softball is one of the most popular activities in the U.S., and for good reason; it's one of the few in which fat, middle-aged men can still get out



into the fresh air and do something quasi-athlet-

onto a baseball field... Sammy Sosa Softball Slam will be a<mark>n</mark> arcade experience featuring most of the typical bells and whistles that accompany these types of products; power-ups, wacky plays, and general antics will highlight the gameplay. Other than the obligatory cyber-Sammy, all the teams will be stocked with a motley crew of stereotypical softball players (it's all about the girl in the short shorts). You'll also have the option of customizing your whole squad, from body types and names to attributes.

To appeal to the widest audience possible, the game'll feature several difficulty levels, including a Family mode... Yeah, that's what we need, a game that'll get the whole family in front of the TV, zoning out. "Mom, when's dinner?" "Not now honey, I'm trying to beat the Sammy Slammers!"

It is good to see some developers offer something new in the sports genre; I just hope the final product has some good gameplay. Remember, this is from the company that unleashed High Heat Baseball on us... an average (at best) baseball sim. EN

Developer: 3DO Publisher: 3DO

Available: 1st. Qtr.

of Players: 1-8

Symptoms of Fear:

Perspiration

Zilation of Pupils

Translina

Trembling Mansea Loss of Appetite Dry Month

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.













NON-INTERRUPTED **GAMEPLAY** for more debilitating action and power. Comes in handy for the THREE RUTHLESS MERCENARIES whose destinies you control.





MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.





Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.







elcome to the new and improved Quarter Crunchers: ECM and I have made some changes that'll make it that much better in affirming our love for the Coin-Op. The first thing wide-eyed readers will notice is our new Happy Funny Arcade Box o' Fun. This li'l section'll be about pretty much anything, from arcades to wacky stuff we've run into. We're up for anything, so if you've got something of interest, drop me a line.

Another much-needed section is Arcade Viewpoints; now you can compare what we think of a specific title, and tell us if we're as crazy as the one-armed pickle man. But wait, I'm not done yet—there's still more—we've-added the info bars seen throughout the rest of the mag. That's kinda pertinent information... From now on, we'll include the

developer, publisher, and other info. at the bottom of the page. That'll pretty much do it for changes to QC, at least for now...

In other news, as you flip through this issue, you'll notice that the (Amusement Showcase International), the annual amusement convention, is but a couple of weeks away. When the time comes, ECM, Hi-Fi, Dangohead, and I will embark on a short, one-hour flight to Sin City for some fun 'n games. Hopefully, we'll return with a load of info on what's due in the arcade scene in the next six months or so.

As for current news: Marvel vs. Capcom 2: New Age of Heroes has been spotted at various test sites in Osaka, Japan. This most recent update to the series boasts a hefty cache of fighters new and old. Among the huge cast of characters are Ruby Heart, SonSon, Amingo, Hayato, Ryu, Guile, Morigan, Zangeif, Anakaris, Strider Hiryu, Jin, Captain Commando, Bareeta, and Gouki. From the Marvel side, we'll see Cable, Marlow, Cyclops, Wolverine, Shuma Gorath, Ice Man, Captain America, Spider Man, the Hulk, Venom, Dr. Doom,

Juggernaut, and Magneto. That's just the beginning, though—expect to see close to sixty chara ters by the end. Even crazier: This new Capcol fighter will sport true "Garden Grove Thug Tactics (for the uninitiated, this term refers to gameplay the surpasses the realm of cheesy or cheap and enter into the lowest depths possible). It's been said the combos in excess of the 100 mark won't be impossible. In fact, I'd say it seems very possible—th Super Meter will max out at 9 supers. We'll hav more on this one after ASI...

Another sequel on test in Japan is DOA Millennium. More info on this one should be available shortly—ditto for Power Stone 2. Suntil I return from the Venetian, keep your grubb little paws off my HGA... Cerberus



Our first Arcadia comes straight from the Land of the Rising Sun... Yes, Japan's a wild and crazy place—especially if you're a video game and electronics fanatic. Our resident ninja (gamer) recently made a trip across the Pacific, to pay a little visit to our friends at Square—and what trip to Japan is complete without a stroll through Akihibara and Shinjuku? Besides attending Square's millennium event, Eggo made the rounds at local arcades, wiping the floor with unsuspecting Japanese gamers.

One of the major differences between U.S. and Japanese arcades is the actual arcade cabinets. Instead of the bat-shaped joystick we've come to love, Japanese cabinets use knob-like ball joysticks. The sticks are much shorter than ours, and the buttons work by magnets instead of springs. Yet what'll probably strike U.S. gamers abroad as most strange is the machine setup. You won't find many arcades where opponents stand side by side. Japanese arcade machines are set up in a way that you may never know who you're fighting against.

This unique aspect makes multi-player battles a whole new experience.

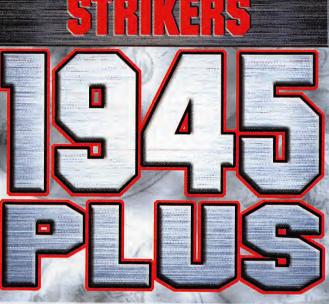
As a whole, Japanese arcades are a lot cleaner and brighter—not as seedy as, say, the LACC arcade on Vermont, in the heart of Los Angeles, CA. They're brightly lit, and feature anything from stores to cafes located within (or adjacent to) them. Players also seem to be much more courteous, and regularly compliment opponents.

Racing, shooting, and fighting games fill most U.S. arcades (as they do in Japan), but there are a slew of other genres yet to be exploited. Dancing and music games are super hot in Japan. It's not uncommon to wait half an hour to get in a song or two on games like *Dance Dance Revolution* or *Guitar Freaks*. Perhaps American arcades should investigate...

Is the huge price of admission worth a trip to Japan? If you're anything like us, then Japan is your proverbial Disneyland. So save your pennies—it's money well spent if you're as hard-core as we think you are.







heories on why 2D shooters are so rare aren't too many. Some say that people just don't appreciate 2D graphics any-

more. Some believe that the gameplay is too simple for players nowadays. And of course there's ECM's theory that any shooter that he plays and doesn't own immediately phases out of existence after he touches it. Whatever the case may be, 2D shooters are rare, and while their popularity may be dropping, the shooter-making machine known as Psikyo refuses to stop, as demonstrated with their newest shooter, *Strikers 1945 Plus*.

Nothing much has really changed to make Strikers 1945 Plus "strikingly" different (sorry, just had to say it) from the rest of the Strikers series. I can't say that I'm an authority on Strikers, but having played the import Strikers on the Saturn, there's little difference other than an addition of a ship or two. Like all 2D shooters, select from a number of different planes, each with their own speed, power, and charge ability. Charge ability allows you to shoot off a hybrid version of your main weapon only when it is fully charged. To charge this weapon, keep disintegrating all enemies you come in contact. The power-up system is the typical "blow up the 1 red ship out of 4 ships" system, then proceed to chase down the power-up, all while blowing more stuff up and avoiding a rainfall of enemy fire. And of course, you get the last resort/bomb button which either drops a Big Boy bomb on the

field or calls in a squadron of fighters to provide additional firepower. Gameplay here isn't exactly ground-breaking, but it's fast and fun, definitely giving you a rush whenever you weave inbetween enemy firepower. And trust me, in later levels, the number of bullets onscreen will make any casual gamer wet his pants.

Like its tried-and-true gameplay, the visuals in Strikers 1945 Plus aren't innovative. For the most part, the graphics remain about the same as earlier series. Yes, there are enough explosions for a 4th of July celebration, and explosions all receive that tons-of-debris effect that started with the Raiden series of fighters. But, let's face it, you won't be seeing anything beyond standard shooter fare. Boss enemies are animated the best, but certain bosses have some choppiness to their animation. And what's up with the propeller of nearly every plane having two frames of animation?

Sound ranges from patriotic good to "My car sounds better starting in the morning" bad. But nonetheless, Strikers 1945 Plus is a solid shooting game that, while not doing anything to improve the shooting genre, certainly does nothing wrong. So do yourself a favor—grab a few quarters, head to an arcade with this game, and play it before 2D shooters are gone without a trace. **Dangohead**

1-2 PLAYERS

AVAILABLE NOW



DEVELOPER - PSIKYO

PUBLISHER - SNK

VIEWPOINT • 82

DANGOHEAD: YOU CAN TAKE







rucks rock... there's just something primal and powerful about them. It definitely has something to do with their size, because, as we all know, the bigger the better (though there are exceptions-ECM). And while arcades are getting smaller and smaller all the time, those kind folks at Sega are still making arcade games bigger and bigger, and Sega's latest endeavor, 18 Wheel American Trucker, may be one of the biggest arcade games ever... literally. All right, all right, it might not be as monstrous as Galaxian III-but they don't come much bigger than this game.

18 Wheel American Trucker runs on the NAOMI hardware. As its name implies, you're a trucker in the driver's seat of a fuel tanker running northbound to New York. Yes, it's a very LONG racing game, with lots of short cuts and alternate routes for you to take. Imagine Outrun on a Godzillalike scale... you've got the idea. Anyway, it's part of Professional Series of games (which includes Crazy Taxi, Brave Firefighters,

Emergency **Ambulance** Jambo Safari), but

Sega's and

it's a bit more humorous than the real life of truck driving-similar to how Crazy Taxi 'simulated' real cabbie life.

The most noticeable aspect of the game, though, is easily the cabinet. Trucker's cabinet is ENORMOUS, with a huge steering wheel and a very cool horn (this sucker is LOUD!). The cabinet itself looks like it was torched right off of a real truck, chrome exhaust pipes and all. It's also got a huge bench that could easily seat a family, and the controls seem pretty similar to those found in any semi truck (though I wouldn't know, since Posty sold his a while back).

Again, 18 Wheel American Trucker's a racing game, and with all racing games, there are opponents to contend with. This one's no different; it features plenty of oncoming traffic, obstacles, and even rival truckers in your way. Luckily, there are no cops-so if you don't like the way that guy's looking at you, run him off the road!

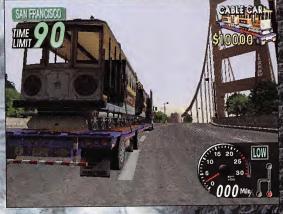
Graphically, the game looks like a stan-NAOMI game—awesome—with detailed graphics and authentic road signs. My only gripe is about the framerate. I don't know what it is exactly, but it's definitely under sixty, and I'm really surprised it's less than anything I've seen in

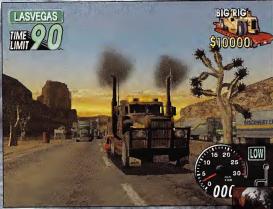
Crazy Taxi. In any case, Wheel American Trucker looks like an expensive machine, so don't expect to see it anywhere but GameWorks. Look for more on this huge game in an upcoming issue of GameFan... Dangohead





ANTERIGAN PRO TRUCK





DEVELOPER - SEGA | 1 PLAYERS PUBLISHER - SEGA AVAILABLE NOW

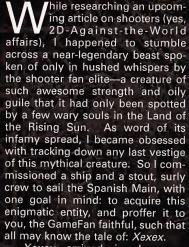
DANGOHEAD: EAST-BOUND AND DOWN, LOADED UP AND TRUCKIN' ... PREVIEW

Graveyard

As is my wont, you'll notice that I tend to ramble a bit in my reviews, previews, Ed Zones, Graveyards, etc., etc. fact, the mere mention of anything from Genesis to Strider will send me careening (with reader in tow-willingly or not) on a garishly sepia-toned trip through the dusty, cobweb-encrusted corridors of Nostalgiaville... It isn't always a pleasant trip, but it can be quite enlightening (or so I like to think). And in that vein, allow me to reveal to you a game that's been hidden from gamers' eyes for way too long...







Xexex arrived in Japanese arcades at a time when the shoot-







"...hidden from gamers' eyes for way too long..."

'em-up nigh ruled the Japanese scene with an iron fist (shortly before the rampant, unchecked proliferation of racing, gun, and fighting games). Companies like Taito, Toaplan, Irem, Jaleco, and yes, Konami—creators of *Gradius* (Nemesis), Parodius, and a string of other successful shmups. And into the fray came Xexex, with no name brand to back it up... It was summarily lost in the flood.

Essentially, it was the standard-issue side-scrolling shooter, replete with power-ups, wave after wave of enemy ships, and a host of other conventions that did little to raise it above its peers...except for the graphics. This is where Xexex excelled beyond all others.

From the second the game started, you knew you were looking at something special (circa 1991). The initial level featured a stunning water-fallic effect in the background that has to be seen to be believed. Beyond that, the 3rd stage played







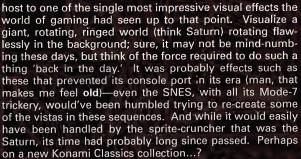














Gameplay in Xexex was an odd hybrid of Konami's arcade staple Gradius and Irem's R-Type; like R-Type, Xexex featured a 'pod'-type unit (known as the "Flint") that could attach to the front of the ship and protect it from most attacks. However, it could also be charged up, à la R-Type's pod, and fire hyper-destructive beams of varying intensities. Add to that the fact that Flint could be deployed, attach itself to enemy craft (specifically bosses), do





"...one of the single most impressive visual effects the world of gaming had seen..."



tremendous damage, and reduce them to so much shrapnel in short order...well, the Flint was simply the most amazing aspect of the game. It was equipped with three tentacles that would lash out and destroy weaker foes, as well as wrap itself around bosses—it was truly one of the most impressive graphical effects in the game, as each tentacle was animated independently. And for those of you that are worried if it's an *R-Type* 'memorize the levels and patterns' affair, worry not: the pacing was decidedly more *Gradius*-like; the game wasn't nearly as



methodical (read: "slow-paced") as Irem's classic.

So now what do you do? After all, those of you that thrive on free games on the Internet (via emulation—shame on you) won't have that option this time around. Xexex has yet to be emulated by anybody...probably a direct result of its scarcity (one time when being an endangered species is a boon, I suppose). My suggestion? Well, you could go out and purchase a JAMMA cabinet and the board (if you can find one), or you could pray that Konami sees fit to give this game the console debut it deserves (I'm thinking Konami Classics: The Shooters). Until then, stare at these pics, and drool until that day comes...it could be a long wait.











AND EAST AND Anime, Manga, J-pop, Asian Live Action, Otaku Culture

A Note from Shideshi...

Okay, what gives SNK the right to make the Neo Geo Pocket Color so good? I'm going broke due to all of the awesome games on it! It's scary that a handheld is besting all of the consoles in games I want at a ratio of like 3:1. Not that I'm not still in love with the Dreamcast—what a won-

derful system (I just wish Konami would hurry up and make me a DC Silent Hill). Hmm, since I have nothing else to say, I'd like to say hello to some of my friends out there. So, greets go out to Cutie-chan, Maurichu, the Omaha Squad, the Mirandites, my Aussie pal Cassiel, all of the good people on the NeoGeo ML and

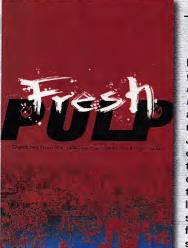
in rec.games.video.sega, and, of course, to everyone out there who has ever read AnimeFan, especially those of you who wrote in with kind words to say. For those of you who wrote in with unkind words... How could you? Don't you know how sensitive and emotionally fragile I am?! ^_^

Manga Scene

Fresh Pulp

\$19.95 US • Special • Viz • 12+ 184 pages • US Format • Graphic Novel

B+



If you think that all Pulp is about is collecting ground-breaking manga titles, think again. Along with Dance Till Dawn, Banana Fish, Black and White, and other such titles, Pulp also contains a number of editorials, stories, reviews, and looks at various aspects of Japanese culture and the effects it has on others. So now comes Fresh Pulp-a collection of the "other" aspects of Pulp and a quick look at the manga titles that make up the monthly manga anthology. FP contains a look at Pulp, giving a brief "what's happened so far" look at each of its manga titles, a profile on and Q&A with the creators, and a small timeline covering the history of Pulp. Then we get into the major portion of FP, the

Heartbreak Angels

\$15.95 US . Humor . Viz . 18+

108 pages • US Format • Graphic Novel

re-printing of the various written pieces that ran in Pulp from 1997 to 1999. What's here? We've got J.pop.hard.copy, covering everything from Anime to Manga to Video Games to Fashion and Dining. Then there is Pulp Cult, looking at those

cultish aspects of life, from the infamous Sonny Chiba to legendary Japanese movie creator Akira Kurosawa and even to the American retelling of Godzilla. Hi-Fi/Lo-Fi proves that there is more to Japanese music than Namie Amuro and the J-pop flavor of the week, Shiratori's Laboritori comes from Chikao Shiratori, former editor of the alternative Japanese manga magazine Garo. Shiratori looks at various aspects of the manga scene in Japan, and talks about his feelings on how it's all going. This is one of those types of books that you don't just sit down and read all in one day. There is a wide variety of topics and articles contained within its pages, the type that are good when you have a few minutes of free time to sit down and read or on that long trip on the plane or subway. That doesn't mean that you shouldn't check it out, however-Fresh Pulp gives American anime and manga fans a look at aspects of the culture that many would never get a chance to experi-

BUSINE MANGER

ence. This is definitely worth picking up.

- shidoshi



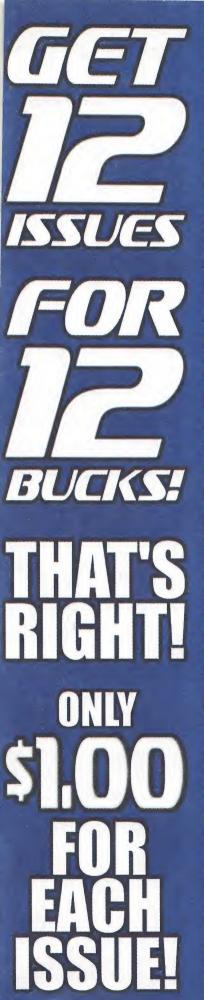
From my time reading Viz's Pulp publication, there was one title that always stood out in my mind: Heartbreak Angels. With its

trademark dirty, somewhat messy look,

HA was a series of four-panel strips that poked fun at a number of life's aspects with mature comedy. Now, if you've missed out on its run in Pulp, you can pick up the first HA graphic novel from Viz. Volume one contains all of the strips from Pulp Vol. 1 Number 1 through Vol. 3 Number 8. The first thing that you'll notice about this graphic novel is that it's a hardbound book and even has a dust jacket-very, very classy (Viz should reprint some of its classic manga titles hardcover). Once inside, you'll find a decadent collection of strips, some funny, some that make your scratch your head in uncertainty. Overall, however, I get a kick out of Heartbreak Angels, and you might as well. If you are the type of person who thinks that South Park is in bad taste, though, then HA won't be for you-its humor is even more questionable at times than those little hooligans. This book is recommended for mature readers. -shidoshi







ONLY \$1 AN ISSUE!

YES! Send me 12 issues of GameFan for only \$12! I'll save 83% off the newsstand cover price!

Name

Address

City State Zip

☐ Bill Me

☐ Check or Money Order enclosed Make payable to **Shinno Media** (\$12)

Offer good in U.S. only. Cover price per issue is \$5.99. California Residents include 8.25% sales tax. Canadian subscription price \$49.99, all other foreign countries \$69.99. U.S. funds only. Allow 4 to 6 weeks for delivery of your first issue.



IJLGFBI

ONLY \$1 AN ISSUE!

YES! Send me 12 issues of GameFan for only \$12! I'll save 83% off the newsstand cover price!

Name

City State Zip

☐ Bill Me

☐ Check or Money Order enclosed Make payable to **Shinno Media** (\$12)

Offer good in U.S. only. Cover price per issue is \$5.99. California Residents include 8.25% sales tax. Canadian subscription price \$49.99, all other foreign countries \$69.99. U.S. funds only. Allow 4 to 6 weeks for delivery of your first issue.



HLGFR

ONLY \$1 AN ISSUE!

YES! Send me 12 Issues of GameFan for only \$12! I'll save 83% off the newsstand cover price!

Name

City State Zip

☐ Bill Me

Address

☐ Check or Money Order enclosed Make payable to **Shinno Media** (\$12)

Offer good in U.S. only. Cover price per issue is \$5.99. California Residents include 8.25% sales tax. Canadian subscription price \$49.99, all other foreign countries \$69.99. U.S. funds only. Allow 4 to 6 weeks for delivery of your first issue.





BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX

POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN PO BOX 630 BIG SANDY TX 75755-9811 NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

and save

You're saving O Cover prices!

That's only \$1.00

Haddaladaladaladaladaladaladal



BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX

POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN PO BOX 630 BIG SANDY TX 75755-9811



Hardalalaalalalalalalalalaalaallaallallall

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 21 BIG SANDY,TX

POSTAGE WILL BE PAID BY ADDRESSEE

GAMEFAN PO BOX 630 BIG SANDY TX 75755-9811 NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

Rei, Schmei... I'M the TRUE star of Evangelion!

Manga Scene

<u>Evangelion: Volume 4</u>

\$15.95 US • Adventure • Viz • 13+ 180 pages • Jpn Format • Graphic Novel

A+

Aside from minor changes to move the plot along more quickly, Evangelion manga has thus far simply retold the story we were presented in the anime version. It's an excellent complement to the original, however. emphasizes aspects of the characters and setting that the anime didn't (or couldn't). Volume 4 takes this approach to the introduction of the Second Child, Asuka. Though she seems a shallow brat at first, her other side is brought out sooner and in much greater detail. Reading this volume also clarified a plot point or two that I Evangelion

managed to miss in the anime.

The latest installment also maintains the manga's standard for excellent visuals. Author Yoshiyuki Sadamoto deftly renders complex action scenes that would easily become confusing under other artist's pens. The character art is appealing (even if over-the-top facial expressions are used a bit much), and the mecha and backgrounds are realistic and beautifully detailed. A story this good and art this good are rarely found together in one package. I'm really enjoying

Is for yuki plex sily ther t is top bit ack-fully I art ther wing

the manga, but I don't think you have to be a fan of the anime to appreciate it, so be sure to give it a read if you haven't. —Jay McGavren

Shidoshi's Fun Corner











Here it is... the third installment of Shidoshi's Fun Corner, the little "game" that tests just how hardcore of an anime fan you are. So, have you passed the first two of my Fun Corners? If so, excellent job. If not, here's your chance to prove that you are at least semi-hardcore. Look to your left. See those six images? Each of those is but a small piece of the cover art to an anime. Each is from the US box art, and each comes from a major anime release—none of the smaller, obscure stuff here. Your mission is to figure out which box art each image is from. No answers, no prizes, just you and your wits to show just how deep your anime knowledge is. Pass this one, and it's on to my next Fun Corner in a future issue. Oh, and no running to your anime library to look at the cover art—I'll be watching you! Moo ha ha ha ha

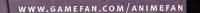
Slowly but surely, the last of the DVD holdouts among the US anime companies are falling one by one into the digital media. This time around, it's Media Blasters—who have released their first DVD title through their Anime Works label, Ninja Cadets! If you didn't catch my review of NC! way back when, it's a cool show.

For their first DVD, Media Blasters has put together a nice little package. Image quality is stable and clean all of the way through, though I would have liked to see the transfer have a bit more color richness to it. Extras are sparse, but nice. The required collection of trailers for other Media Blasters titles is included along with an art

Special Feature

gallery and perhaps one of the coolest extras: outtakes. Included is a small selection of English voice actor bloopers, played over the scenes from the show in which they were to take place. This is a great little extra, and was nice to see. I did, however, notice a few quirks here and there. First, on my Toshiba player, the disc wouldn't always play unless I went to the menu first. As well, there are no "English" and "Japanese" labels on the subtitle and vocal tracks when switching them by remote—a definite no-no. Finally, I'd like to make of special note the disc art for Ninja Cadets!—it's great to finally see some nice artwork on a DVD disc for a change.

Ninja Cadets! DVD is a quality start from Media Blasters. There are indeed areas that need attention for future releases, but this is a solid offering for a first release.



Anime Drive-In

1999 is the Year of Destiny, when the fate of all mankind will be decided. Two sides fight for power—the Dragons of the Earth, wanting to cleanse the planet of humanity, and the Dragons of the Heavens, who think we humans are actually worth something. Standing in the middle is Kamui Shiro, a young boy with immense power who will decide which of the two sides will win. The question, however, is which side he intends to be on in the final battle.

The test of any good movie is to create it with enough ties and connections to the series it is based off of to appeal to the hardcore fans, while giving enough background to be enjoyable by first-time viewers. This was my concern with X: the Movie, because if you know CLAMP. you know they can put together a long, complex story. If you've ever tried to jump into the X/1999 manga without starting at the beginning, you know it can be a messy task. Thankfully, X:tM explained enough so that, even with no real X experience, I didn't have too hard of a time following along. We are introduced to the impending doom that lies in wait for the Earth, we are shown the two sides and the people who make them up, and we go along for the ride as the two collide. Don't get me wrong, there is indeed a sense that those familiar with the manga are no doubt going to appreciate and understand the movie more, but us X newbies aren't given the feeling of being left out too much.

X: the Movie

AF Best of the Issue!

Drama • Movie • Manga Ent. • 16+ 98 min • Sub | <u>Dub</u> • Theater | VHS | LD | DVD



However, I've known ABOUT X: the Movie for a long time, long before I had touched a copy of the manga or knew who CLAMP was. For years, two anime titles were always mentioned on the lips of others as "must sees"-X and Memories. They became larger than life in my head, because I had it drilled into me that they were just that. In fact, I honestly never expected to see either-it was sort of like the Ark or the Holy Grail, things of legend that you don't believe actually exist. Of course, finally seeing it, there was no way it could live up to my expectation (sort of like The Phantom Menace). X:tM isn't the mind-blowing experience I always imagined in my head, but you know what? It's damn good. For every anime title that lacks art quality, animation, or production, X:tM makes up for them in spades. This is one of those titles that proves, when done right, anime can be a real thing of beauty. I love big budget, well animated anime movies, the ones that really are "movies" (and not just glorified OVAs) and have the production and electricity to prove it. That, indeed, is what X:tM is. I do want to warn you that this is one of those movies that if you aren't in the mood to sit down and give it your full attention, you'll never make it all of the way through (very much like Grave of the Fireflies or Night on the Galactic Railroad). So, skip anime for about a week or so (to get the craving back up), head to your local theater, and experience X: the Movie on the big screen (where it belongs). Or, if it's not showing near you, wait patiently for the VHS or DVD copy in the near future. -shidoshi









Pet Shop of Horrors: Volume 1

Horror • OAV • Urban Vision • 16+ 60 min • Sub | <u>Dub</u> • <u>VHS</u> | LD | DVD



What do you want most in life—and how much are you willing to pay to get it? That is the question that brings to life a darkened pet shop in a lonely corner of Chinatown. Run by the mysterious Count, those looking for that certain something can find an exotic pet that will make their dreams come true. But with reward comes responsibility, and those who get such a pet soon find out that they will get exactly what they deserve—and that isn't always a good thing. A lone cop decided to find out the secrets of the pet shop, and the strange happenings that seem to occur to many of its patrons.

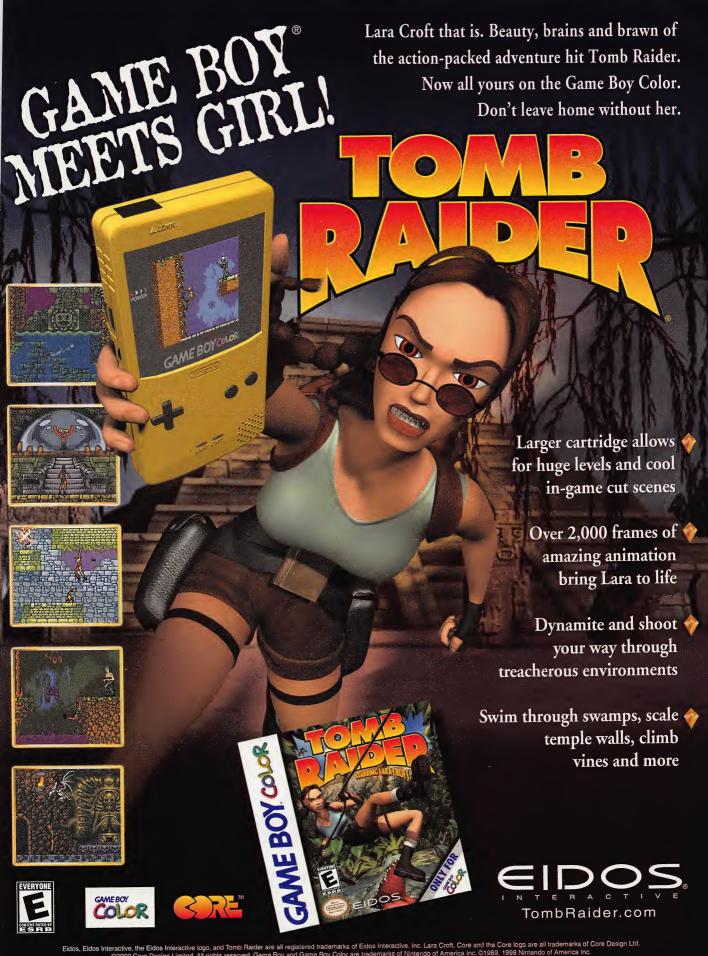
Some of you will see the possibility that could come from such a series, while others of you no doubt are wondering what they can do with a show centered around a "mystical pet shop." After watching the first volume, I can tell you that the show does indeed do well in building upon the interesting premise, and both episodes were captivating (if for no other reason than the curiosity to see just how the latest poor sap was going to meet their end). This is one of those shows that, after watching, you just sit there thinking, "Wow... that was cool." I loved the voice acting, even though I wouldn't say it is the best that I've heard. The voice actor for the main detective reads his lines rather strangely, yet there's a certain charm to his style of acting. Finally, while I'm not a huge fan of the art style used for the show, it looks good the entire way through. Pet Shop of Horrors is an unusual and thoroughly enjoyable show that is a great choice for anyone looking for something different, -shidoshi











Anime Drive-In



Long ago, the land was shaken and the Gods were challenged by another god by the name of Gestalt. It was said that Gestalt's intentions and desires were evil, so much so that

his name can no longer be spoken—or so the legend goes. Oliver, a young priest, decides that he must find out the truth behind the legends. Along the way, he meets a young girl named Ohri who claims to be from "a new land." He wonders who the girl really is, if she is connected to the land of Gestalt, and is then shocked to find that she is a powerful sorceress. Oliver and Ohri then travel together on their way to unlock the secrets of the land and the god both know as Gestalt.

Gestalt has one of the funniest elements that I've seen in a long time as it starts—since Ohri cannot talk at first, she speaks via RPG-ish text boxes. It's a real shame the joke didn't go on for very long. Gestalt's color and art

Big robot anime-for every great one created, there are at least ten more bad ones. The secret, of course, is to have a great cast of characters and a strong story to help support the mecha. Without them, even the coolest of robot designs are worthless. So, with that said, there is no wonder why I always go into any such anime with more than a bit of hesitation. Ahead of me were four volumes of Brain Powered—and I prayed that I would be saved from four volumes of misery. Someone smiled down upon me, because BP is indeed good. As unfair as comparisons really are, the best way to explain BP would be to say that it is very much in the vein of Gundam with a dash of Evangelion tossed in. "Brain Powereds" are giant living robots which are born from strange metallic plates. Two sides fight for ownership of these creatures-Orphan, an organization which looks to destroy mankind, and the crew of the Notis Noah, who want to stop Orphan from its plan. The story revolves around two unlikely heroes: Hime, a young girl who is paired up with a Brain Powered by accident, and Yuu, the son of two Orphan scientists who disagrees with their plans. As I got to the end of each volume, I couldn't get the next volume into the VCR fast enoughthe true sign of a great series. Some may find Brain Powered slow and boring, but stick with it and I'm sure you will soon become engrossed. The characters are interesting and likable without trying too hard to be, and even the secondary cast seem important and take on

Gestalt

Adventure · OAV · Anime Works · 14+ 60 min · Sub | Dub · VHS | LD | DVD



quality are a sight to behold (call me what you will, but cel coloring on computers is definitely the future), and the cast of characters provided have enough personality and design to them to make them interesting. Unfortunately, while Gestalt has a lot of the pieces right, it never truly seems to get its feet off of the ground. While it certainly was fun to watch, it isn't deep enough beyond that point to give it any sort of lasting quality. As well, this is one of those titles that feels like we're only seeing a small part of a bigger series, helped none by the ending which leaves everything open and doesn't finish the story. So, besides having one of the best pieces of cover artwork in some time, Gestalt it good, but not great. Make this a feature-length movie, and strengthen a few parts of the show, and this could have been something special. -shidoshi





Brain Powered: Volume 4

Adventure • TV (2 Eps) • Anime Village • 14+
50 min • Sub | Dub • VHS | LD | DVD











Brain Powered

Sakura Diaries

Rmntc Cmdy · OAV · ADV Films · 16+ 90 min · Sub | Dub · VHS | LD | DVD



Anime Drive-In

A number of months ago, I had planned on bringing you a look at Sakura Diaries as an import tile that I hoped would make it to the US. Well, in my petitioning of companies to bring over things like Photon and Hana Yori Dango, I never thought to also bring up SD. Why? Well, to be honest, I wasn't sure if any US company would take a chance on it. Thankfully, however, ADV proved me wrong.

the sexy comedy side of the show" route. This disappoints me a bit, but it's probably what was needed to get such a title to attract attention. Oh wait .. that's right, I'm not done singing ADV's praises just yet. Not only are they bringing SD to the US, but we are also getting a day and date DVD release. I love you guys! Unfortunately, this will be the only way to see SD subtitled, as the VHS-only otaku out there will only have a dubbed version to purchase (a shame, but I sort of understand why). This makes the DVD release even more important, and hopefully the DVD's subtitle track

The reason for my uncertainty is the basis for the story in Sakura Diaries-the adorable Urara has a crush on the unlikeliest of people, her cousin Touma. Touma, trying his best to get into college and make a life for himself, is given no choice but to move in with Urara to be closer to school. Urara, however, ends up being far







more of a hindrance than help due to her constant flirting with Touma. Then there is Meiko-the girl Touma is crazy for, but a girl who will only date a college guy. As I watched the first VHS volume, I waited with an uneasy feeling to see if the whole idea of Urara being Touma's cousin would be omitted-a fact that could have easily been taken out. Thankfully, ADV did no such tampering (though there were a few other differences between their dub and the fansub I first saw that bothered me).

Another big kudo for ADV comes due to the packaging a topic rarely brought up. ADV, probably the reigning champs when it comes to packaging, have done an EXCELLENT job here—the box for the first volume looks stunning. Unfortunately, ADV seems a bit unsure in quite how to market SD, and went for the "let's up-play will be a bit closer in translation to the original script. I recommend you picking up the DVD if at all possible when you check out SD, for while the dub isn't bad, it doesn't hold the same charm as the original Japanese voice actors provided (though I did grow from not liking the dub to being okay with it).

So what is it about the show that I like so much? I'm not totally sure. Yeah, it is a bit of a sexy comedy (it comes from U-jin... what else could be expected?), but for me it's more than that. It also holds a lot of light-hearted romance, and there's just this overall charm which makes Sakura Diaries a joy to watch. It's hard for me to pinpoint exactly what I love about this show, which of course is a bad thing when trying to write a review, all I know is that it won my heart the first time I saw it. And I guess that is all I can really say when recommending SD to you. Don't let ADV's focus on the "naughty" side of this title sway you—this is a very sweet and innocent show, and is a lot more than the fanservice. -shidoshi

JoJo's Bizarre Adventure

Action • OVA • Japan Only • 16+ n/a · Sub I Dub · VHS I LD I DVD



Seeing as how this magazine is about video games and all, you may have noticed recently there being mentioned a video game produced by a little known company called Capcom-that game being JoJo's Bizarre Adventure. Well, actually, if you're like me, part of the slowly dying group of people who still worship Capcom and all their 2D greatness, you probably have more than a clue as to what is going on here. But for those who don't, take my hand and let me guide you for a little while to another place, a bizarre place.

The six OAV series revolves primarily around the end of part three in the JoJo's saga, and has our heroes Kujo Jotarou, his grandfather Jonathon Joestar, and crew on the hunt for the mysterious vampire/stand user named Dio. The problem is, the other stand users protecting him are quite tight lipped about his whereabouts and his powers. To protect him, they are willing to take his secrets to their graves—and the graves of our heroes. Making matters worse, Kujou's mother has developed a stand of her own, an uncontrollable one that in time, will inadvertently kill its host. However, our heroes believe that if they can unlock the mystery and destroy Dio, she'll be cured. What is a stand, you ask? See, in the JoJo's universe, at some point in a character's life, they acquire the power to use a stand. A stand is a projection of the user's personality, which takes on a life of its own, and usually has something to do with the tarot. So, instead of the usual "two characters fighting it out like starving rabid pitbulls with porkchops tied around their necks," they let their stands do their dirty work. The battles are some of the greatest and most ingenious that I've seen in some time; the struggle between Kujo's stand, Star Platinum, and Dio's stand, the World, is so cool that I am forced to watch it over and over every time I see at. The characters themselves are great, with such personalities Aerosmith, R.E.O. Ice, Speedwagon, and Darbi (named after the creator's love for American musicians).

It's difficult to sum up JoJo's Bizarre Adventure in one sitting. It's, well, a bizarre story. But if you can get your hands on a copy, I'm sure you won't be disappointed. You may even catch yourself yelling Star Platinum's battle cry-" Urarararararura!!" Anyhow, I've gotta go-Shidoshi isn't looking, so maybe I can escape before he makes me sit through another season in Harvest Moon 64. - Maurice Williams



AF News Service

A Side of Ranch with your Monster

Last month, I talked a bit about the success that *Digimon* has seen in the US. This month, I bring you more great (...?) news. The US is currently playing host to three "let's capture cute monsters and have fun adventures" anime shows—*Pokemon, Digimon,* and *Monster Rancher.* Well, ADV recently announced that they picked up the rights to the home video release of *Monster Rancher.* The first two volumes will be hitting store shelves on March 13th, and the next two will be released on May 23rd. Each volume will contain three English dubbed episodes for the low, low price of just \$14.98. I haven't seen *Monster Rancher* yet, but many have told me that it is the best of the three.

ADV's President John Ledford had this to say about their acquisition of *Monster Rancher*.

Monster Rancher

"We're very selective about what properties we get involved in, but this was a no-brainer. It's animated, which is the genre we're known for, so Monster Rancher fits in perfectly into our catalog. Coincidentally, the Monster Rancher opportunity presented itself just as we're expanding our children's line with titles like Nadia: The Secret of Blue Water and All-Purpose Multicultural Catgirl Nuku Nuku. The timing couldn't have been better."

Gainax + March = New Series

A small tidbit of news concerning the next anime series from famed anime studio Gainax. Expected to be released in Japan in March is Furi Kuri, the first volume in a sixvolume OAV series. Directed by Tsurumaki Kazuya, Furi Kuri is currently in production. This new OAV series is based off of the Furi Kuri manga by Ueda Hajime, which began running in February in the Japanese publication Magazine Z. According to reports, Gainax is making Furi Kuri with the DVD format very much in mind, and just like previous Gainax DVDs, this

release will no doubt make full use of the format. This new trend of making anime titles with DVD in mind is a fabulous thing, as the DVD release ends up being so much better and making greater use of the format than a normal "anime to

DVD ... DVD ... DVD!

A lot of DVD news this month, so bear with me if you aren't currently an owner of one of those wonderful little players. Anyhow, let's begin.

Media Blasters

Listed for release on May 23rd is the Magic Knight Rayearth DVD box set. Set for Region 1 and clocking at 500 minutes, the box set will retail for a SRP of \$129.99. On that same day, Media Blasters will also release the first two volumes of the second season of Magic Knight Rayearth on VHS. Each volume will be 100 minutes in length, will retail for \$24.95, and will be released in both sub and dub formats.

Where is: Elf Princess Rane!?

Disney

Now, before we get too excited, this one is just still an unconfirmed report. On a reported list of DVD titles coming from Buena Vista in the near future is one Princess Mononoke, slated for May. Unless Disney is absolutely stupid, a Princess Mononoke DVD would no doubt contain both the star-studded English dub as well as the original Japanese vocal track with subtitles optional. If this is true, this will be the first taste that American anime fans will have with Miyazaki on DVD.

Where is: Kiki's Delivery Service!?!?

Manga Ent.

DVD" release can.

First is *Devilman*, containing two episodes and seeing release on March 28th. After that, we have *Blackjack: the Movie* and *Patlabor* Movies 1 and 2, all on April 25th. All of these discs are currently being listed with a retail price of \$29.95, with no features lists yet available. April should also tentatively see three more huge DVD releases from *Manga: Castle of Cagliostro, Wings of Honneamise*, and *Perfect Blue*. I mean, just one of those coming out on DVD would make April a great month—but all three?

Where is: Gunbuster!?

Pioneer

Ranma 1/2 fans have something to be happy for, as Pioneer will release its third box set in the way of the Ranma 1/2 OAV DVD Collection. Collecting the entire Ranma 1/2 OAV series, this box set should retail for a price near the Tenchi Ultimate Collection and should see release on April 25th. Other releases will be Trigun in March, and Sol Bianca: the Legacy in April. Both should see day and date DVD releases along with the VHS release. Finally, summer will give us, if nothing goes wrong, a Tenchi Universe DVD box set.

Where is: Wait for it... the Hakkenden!?!

Rhino

Why am I mentioning Rhino Video? Simple—*Transformers:* the Movie DVD! Yes, it's true, it IS coming! Rhino promises that this release will be a keeper (with retouched image quality and a remixed soundtrack), and if possible, they also want to try to throw some of the deleted scenes on the disc as well. Look for this DVD in August, as well as G.I. Joe: the Movie this Summer. Coooool!

Updated Twice Daily!

While other gaming sites only give you one weak, mediocre update per day, our tireless staff of crack editors toils endlessly to bring you, the hard-core gamer, the biggest most comprehensive updates on the web today.

Cutting Edge Movies

Other sites are content with lackluster, low-res, Quicktime movies that make the featured game look like mud. At GameFan Online, we pride ourselves on state-of-the-art MPEG movies of the highest quality for your consumption.

·News & Hot Info

Whether it's the hottest news from around the world or reviews and previews of the newest import or domestic software, you'll find it first at GameFan Online — without the usual regurgitation found on countless other sites.

·Power Search

Featuring the most powerful search engine on the 'Net, GameFan's GMX will help you locate archived news stories, reviews, previews and feature stories at the fastest speeds the internet will allow.

·Chat

Talk it up with other GameFan readers — and your favorite GameFan editors — about the latest games, news, and other topics of interest!

www.gamefan.com

COLS Codes, hints & strategies

elcome to the pages of cheats, codes, and hints galore!!! Upon these leaves you will find all the assistance you'll need for the hottest games today. Not satisfied? Need help on another game? No problem! If you need codes or hints on any game, mail GameFan, or e-mail hocuspocus@gamefan.com. Now, travel with thy controller in hand, to a place where cheaters prosper...

Code of the Month!

Soul Reaven

Complete Cheat List!

Here's a complete list of cheats for *Soul Reaver*. To access each cheat pause the game, press and hold the L and R shoulder buttons and press the following combinations:

Aerial Reaver: $A, \rightarrow, \uparrow, \uparrow, \lor, \leftarrow, \rightarrow, \uparrow \\ All Abilities: <math display="block"> \uparrow, \uparrow, \downarrow, \rightarrow, \rightarrow, \in, B, \rightarrow, \leftarrow, \downarrow \\ Fire Reaver: <math display="block"> \downarrow, \uparrow, \rightarrow, \uparrow, \downarrow, \leftarrow, B, \rightarrow, \downarrow \\ Upgrade health to next level: <math display="block"> \rightarrow, A, \leftarrow, \lor, \uparrow, \downarrow \\ Maximum Health Upgrade: <math display="block"> \rightarrow, B, \downarrow, \uparrow, \downarrow, \uparrow \\ Maximum Magic Upgrade: <math display="block"> \rightarrow, B, \downarrow, \uparrow, \downarrow, \uparrow \\ Open all warp gates: <math display="block"> \uparrow, \uparrow, \downarrow, \rightarrow, \uparrow, \lor, \leftarrow, \downarrow \\ Restore Health: \\ Restore Magic: <math display="block"> \uparrow, \uparrow, \downarrow, \downarrow, \uparrow, \uparrow, \downarrow \\ Force Glyph: \\ Kain Reaver: \\ A, B, \rightarrow, \lor, \leftarrow, \rightarrow, \uparrow \\ A, B, \rightarrow, \downarrow, \rightarrow, \downarrow \\ A, B, \rightarrow, \downarrow, \downarrow$

.... ↓, B, ↑, ←, ↓, →,

..... ↓, B, ↑, ↓, →



NBA on NBC: NBA Showtime Secret Characters











Here's a massive list of secret characters to add to the already-huge list; at the name entry screen, enter the name of the desired character followed by the corresponding PIN.

Alex Gilliam, Midway Game Tester	LEX 0014
Andy Eloff, Midway System Hardware	ELOFF 2181
Beth Smukowski, Midway Creative Media	. BETHAN 1111
Brian LeBaron, Midway Game Tester	. GRINCH 0222
Chad Edmunds, Motion-Capture Actor	CHAD 0628
Chris Skrundz, Midway Creative Media	CMSVID 0000
Clown	CRISPY 2084
Creature from the Black Lagoon	CREATR 1954
Dan Thompson, Midway Programmer	DANIEL 0604
Dave Grossman, Midway Creative Media	DAVE 1104
Dave Grossman, Midway Creative Media	E GEER 1105
Eugene Geer, Midway Artist	EDANK 1022
Frankenstein's monster	CUTLED 1111
Greg Cutler, Motion-Capture Actor	CUILER IIII
Isiah Thomas, NBC Sports Announcer	. THUMAS TITL
Jason Skiles, Midway Programmer	JASON 3141
Jeff Johnson, Midway Programmer	JAPPLE 6660
Jennifer Hedrick, Midway Artist	JENIFR 3333
Jennifer Hedrick, alternate uniform	JENIFR 1111
lim Gentile Midway Artist	GENTIL 1228
Iim Tianis Midway Creative Media	DIMI 0619
John Root, Midway Artist	ROOT 6000
Jon Hey, Midway Sound and Music	. JONHEY 8823
Kerri the female player	KERRI 0220
Kerri in alternate uniform	KERRI 1111
Large alien	BIGGY 0958
Larry Wotman, Midway Creative Media	STRAT 2112
Larry Wotman, Midway Creative Media	110 0712
Lia the female player	IIA 1111
Lia in alternate uniform	GUIDO 6765
Mark Guidarelli, Midway Programmer	TUDATI 0222
Mark Turmell, Midway Lead Programmer	. TURIVIEL U322
Matt Gilmore, Midway Artist	WALL 0000
Mike Lynch, Midway System Hardware	LYNCH 3333
Nikko the Devil Dog.	NIKKO 6666
Old man	. OLDMAN 2001
Paul Martin, Midway PC Support	STENTR 0269
Paulo Garcia, Midway Game Tester	PAULO 0517
Pinto Horse	PINTO 1966
Pumpkin	JACKO 1031
Referee	THEREF 7777
Rob Gatson, Midway Programmer	GATSON 1111
Retro Rob	RETRO 1970
Sal DiVita, Midway Lead Artist	SAL 0201
Shawn Liptak, Programming Consultant	LIPTAK 0114
Small Alien	SMALLS 0856
Bride of Frankenstein's Monster	BRIDE 1935
Bride of Frankenstein's Worlster	MI INAMAY 1932
The Mummy	MOI EMNI 1942
The Wolfman	TIMMAVE 2214
Tim Bryant, Midway Artist	TIME 7705
Tim Kitzrow, Midway Sports Announcer.	TIMORD CCCC
Tim Moran, Midway Creative Media	THVICAP 0000
White horse	HURSE 1966
Willy Morris, Motion-Capture Actor	WIL 0101
Wizard	THEWIZ 1136
Atlanta Hawks mascot	HAWK 0322
Charlotte Hornets mascot	HORNET 1105
Denver Nuggets mascot	ROCKY 0201
Houston Rockets mascot	TURBO 1111
Indiana Pacers mascot	BOOMER 0604
Minnesota Timberwolves mascot	CRUNCH 0503
New Jersey Nets mascot	SLY 6765
Phoenix Suns mascot	GORILA 0314
Seattle Sonics mascot	SASQUA 7785
Toronto Raptors mascot	RAPTOR 1020
Utah Jazz mascot	BEAR 1228
Otali Jazz illascot	



Xena Cheat Codes & Play Modes

Cheat Codes

While playing a game, hold A and press any of the following combinations:

Take no damage— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, A.

Take less damage— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Z trigger.

One-hit kills— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , ←, →, Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, R shoulder.

Invisible fighter— \rightarrow , \rightarrow , \leftarrow , \leftarrow , →, ←, →, Strong Kick, Strong Kick, Strong Kick, Weak Kick, Z trigger.

Invisible fighter and opponent— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , Strong Kick, Strong Kick, Strong Kick, Weak Kick, A. Polygon fighters \rightarrow , \rightarrow , \leftarrow , ←, →, ←, →, Strong Punch, Strong Punch, A.

Small fighters \rightarrow , \rightarrow , \leftarrow , \leftarrow , →, ←, →, Weak Punch, Strong Punch, Strong Kick, Weak Kick, A.

Big head mode— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , Z. Big feet mode— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , R.

Snow mode \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , ←, →, Strong Punch, Strong Punch, Z.

Slippery stages \rightarrow , \rightarrow , \leftarrow , \leftarrow , →, ←, →, Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Weak Kick,

Red nose— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \leftarrow , →, Weak Punch, Weak Punch,

Green nose— \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , ←, →, Weak Punch, Weak Punch, R shoulder.

Purple \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , Weak Punch, Weak Punch, Z.

Play Modes

Play as Despair—At the main menu, press \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , ←, →.

Play as Bunny Despair—At the main menu, press → (2), \leftarrow (2), \rightarrow , \rightarrow , \leftarrow , \leftarrow , \leftarrow , \leftarrow , \leftarrow Left, C-Up, C-Right, C-Down. Titan mode—At the main menu, press \rightarrow (2), \leftarrow (2), \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , C-Up, C-Down, C-Up, C-Down.

Fight Gabrielle instead of Hope-At the main menu, press \rightarrow , \rightarrow , \leftarrow , \leftarrow , \rightarrow , \leftarrow , \rightarrow , \leftarrow Left(4).









Roadsters





Cheat Codes

At the character selection screen, enter one of the following codes and rename any character. When entered, the word "congratulations" will be spoken.

All classes—Gimme-ALL \$250,000—fastBUCKS \$1,000,000—EasyMoney High-pitched voices—Smurfing Helicopter view-Chopper Small cars—Car-Radio Hovercraft cars—Skywalker Big tires-BigWheels High-resolution mode—Extra-rez





Toy Story 2

Unlock All Levels

At the screen that says "Buzz Lightyear to the Rescue," press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. If the code's entered correctly, a sheep will make a "baa" sound.



Vigilante 8

Enter one of the following passwords to acquire the desired cheat:

Rapid fire—RAPID FIRE Super missiles—BLAST_FIRE Faster cars—MORE_SPEED Heavier cars—GO_RAMMING Fast action—QUICK_PLAY Attract enemies—UNDER FIRE Slow-motion mode—GO_SLOW_MO No enemies in arcade mode—HOME_ALONE No gravity—NO_GRAVITY High suspensions—JACK_IT_UP Big wheels—GO_MONSTER No wheel attachment icons—DRIVE_ONLY View all ending sequences—LONG_MOVIE Same cars in multi-player—MIXES_CARS

GameShark Codes

PlayStation

40 Winks

Ruff-Infinite Zs 800b06ac03e7

Ruff-Infinite Moons 800b06a803e7

Ruff-Infinite RTs 800b06b403e7

Ruff-Infinite Lives 800b06ae03e7

> Infinite Cogs 800b06aa03e7

Infinite Furbys 800b06b60063

Infinite Air 8002b8ce2400

Infinite Costume Time 8002c4522400

Have All Dream Keys 8009059cffff

Have All Dream Keys 50000c020000

Have All Dream Keys 8009059cffff

All Levels Unlocked 500002020000

All Levels Unlocked 80090596ffff

> Have All Winks 500003020000 8009058cffff

Disney's Mulan Animated Storybook

Infinite Rope d0033fc68fb1 301aa9700019

Dukes Of Hazzard

Infinite Body Damage d00570140630 800570162400

Infinite Tire Damage d0056f8c0074 80056f8e2400

Infinite Items On Pickup d00563b006f4 800563b22400 Infinite Time

d0066ccc0414 80066cce2400

Dune 2000

Infinite Spice 800e091cffff

Max Spice 800e091c967f 800e091e0098

Building Structures Costs Nothing 800e062cffff

Instant Build Structures 800e06325a00 Building Units Costs Nothing 800e063cffff

Instant Build Units 800e06425a00

Instant Upgrade 800e06e259ff

Fighting Force 2

Infinite Health d00b32ac2d24

Infinite Health 8011724403fc

Max Money d00b32ac2d24

Max Money 800cdc40ffff

Infinite Rage Meter (upon fill-up)

(upon fill-up) 80070f362400

Infinite Ammo - All Guns 80073b862400

> Have All Keycards 800ce2840101 800ce2860101

> Infinite Continues d00b32ac2d24 800cdc3c0009

Start Game in Cheat Mode 800cb72c0002

> Hyper Mode 800cbf5e0001

Invincible After First Knockdown 8006e89a2400

Konami Arcade Classics Yie Ar Kung Fu

Infinite Lives P1 800f0f18020b 800f0f48020b

Nintendo 64

Brunswick Circuit Pro Bowling

Headless Bowler 8007db770005

Geomon's Great Adventure

Infinite Coins P1 (After First Boss) 8119adee03e7 Infinite Gold P1 8108828603e7 Infinite Health P1 800882840003 Infinite Lives P1 800882830003

Open All Levels 50002d020000

Open All Levels 810882aa0303 Infinite Gold P2

8108829003e7 Infinite Lives P2 8008828d0003

Infinite Health P2 8008828e0003

Namco Museum 64

Enable Code (must be on) f1091f941000

Pac Man Infinite Credits 800a88170063

Pac Man Infinite Lives P1 800bbe230004

Pac Man Infinite Lives P2 800bbe270004

Pac Man Eat All Ghosts All The Time 810a87600000 810a87620000 810a878e0000 810a878e0000 810a87b80000 810a87ba0000 810a87e40000

> 810a87e60000 Ms. Pac Man Infinite Credits 800bbe4b0063

Ms. Pac Man Infinite Lives P1 800bbe230004

Ms. Pac Man Infinite Lives P2 800bbe270004

Ms. Pac Man Eat All Ghosts All The Time 810bc1000000 810bc1020000 810bc12c0000 810bc12e0000 810bc1580000 810bc15a0000 810bc1840000

810bc1860000 Galaga Infinite Credits 800d76a40063

Galaga Infinite Lives (both players) 800d75100002

Galaxian Infinite Credits 800cd3d00063

Galaxian Infinite Lives 800cd3ad0003

Pole Position Infinite Time 8010a2430063

Dig-Dug Infinite Credits 800fe67e0063

Dig-Dug Infinite Lives P1 800fe7090002

Dig-Dug Infinite Lives P2 800fe76b0004

Ready 2 Rumble

Infinite Health P1 810d9f780000 810d9f7a0064 No Health P1 810d9f780000

810d9f7a0000

Infinite Stamina P1 810d9f7c0000 810d9f7e0064

> No Stamina P1 810d9f7c0000 810d9f7e0000

Max 'RUMBLE' P1 810d9f840000 810d9f860030

Never 'RUMBLE' P1 810d9f840000 810d9f860000

Infinite Health P2 810da7900000 810da7920064

> No Health P2 810da7900000 810da7920000

Infinite Stamina P2 810da7940000 810da7960064

> No Stamina P2 810da7940000 810da7960000

Max 'RUMBLE' P2 810da7a00000 810da7a20030

Never 'RUMBLE' P2 810da7a00000 810da7a20000

Infinite Time 810e75960e10

Have All Characters 5000125c0000 810ec9380000 5000125c0000 810ec93a0003

Infinite Money 810ec932ffff

Road Rash 64

Infinite Cash 800d6a7a00ff

Always Place 1st P1 810d78560000

Infinite Strength Bike P1 811b8a3842f0 811b8a3c42f0

Infinite Health P1 811bfe104489 811bfe128000

Infinite Strength Bike P2 811b92a042f0 811b92a442f0

> Infinite Health P2 811c04004489 811c04028000

Have All Tracks 810a77d60001 Scooter Mode

810a77d40001 Cop Mode 810a77d80001

Debug Info On Screen 810a77c80001 Start With Club 810a77da0001



Roadsters

Enable Code ee00000000000

Infinite Cash 800babf50010

Quick Win d00c20010001 800c20010005 800c20030005 d00c20030001

Max Money 810babf47fff 810babf6ffff

Enable Trophies Cheat 8008f8410010

Enable Big Wheels Cheat 8008f8410040

> Enable Big Wheels and Trophies 8008f8410050

Enable Skywalker Cheat 8008f8410080

> Enable Skywalker And Trophies 8008f8410090

Enable Car Radio Cheat 8008f8400001

Enable Chopper Cheat 8008f8400002

> Enable Chopper And Car Radio 8008f8400003

Space Invaders 64

Infinite Lives 800b51dd0005 Infinite Points

810b51e2ffff Always Have Vertical Burst 810b51de0104

Always Have Horizontal Right 810b51de0204

Always Have Horizontal Left 810b51de0304

Always Have Diagonal Burst 810b51de0404 Infinite Shield

810b51b60001



Dead or Alive 2 Cerberus' Basic Combo Primer

Tecmo's DoA2 has taken GameFan by storm. The game's always in someone's DC, and it's a battle just trying to get a round or two in. I've compiled some combos for you here that any beginner can pull off, that you might avoid the fate of UMF (note: some combos require that the first hit be a counter hit, or the last hit or two miss). We'll be back soon with even more combos. Notice that, like Soul Calibur, it's very, very difficult to pull off true combos. In Soul Calibur, your opponent could modify his axis mid-air to avoid aerial hits; in DoA2, an opponent can reverse a combo if he reverses with the correct height. It's kind of unfair, but that's life. Just think of it like combo breakers from Kl...

ane



Begin the combo by pressing → + Kick...



Quickly press Punch...



Punch...



Punch for three quick hits...



Repeat to get three more hits.

Genfu



This one is super easy-press 1 + Punch...



Quickly press Punch two more times...



Press 1 + Punch yet again...



Punch...



Punch for a final hit.

Havate



Begin by attacking with → + Punch...



Before your opponent recovers, press 7 + Kick...



Press Punch twice...



↓ + Kick twice to earn two more hits.



Press 7 + Punch to stun your opponent...



Continue with → + Kick...



7 + Kick...



Use Jan's flurry Punch combo for three more hits.



Kasumi



Daze your opponent with an elbow,

→ + Punch...



Now press →, → + Punch...



While still stunned, jump forward...



Press Punch on the way down...



Attack with Kasumi's quad punch combo (Punch times 4).

Tina



Press ₹ + Punch for a quick stun...



A hop kick (7 + Kick) will send your opponent up...



Now press Punch...



Punch...



Kick for three more hits. Easy, no?

Helena



Press → + Kick, Punch...



To get a kick to the groin followed by a punch...



Immediately press K
Kick to knock your
opponent into the air...



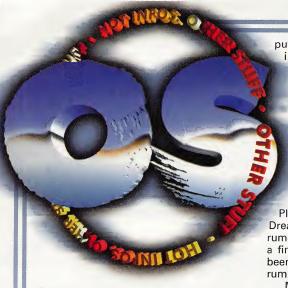
Press Punch repeatedly to finish the combo.



SONY SEGA NINTENDO PC ARCADE PORTABLES FINANCIAL POOR COLUMNS POV ANIMETAN TELL POWER SEARCH POOR COLUMNS POV ANIMETAN TELL There was a time in the world when people were IN A NOVECK SECTION OF THE POWER SECTION OF

Advertiser's Linckey

3DO	120-IBC
Capcom	BC, 5
Crave	
DVD Express	82-83
Eidos	14-15, 28-29, 88-89, 99
Game Cave	114-119
Jaleco	7
Koei	43
Midway	56-57
SNK	
Stan Lee Media	45
Tecmo	20-21, 65
THQ	34-35
UbiSoft	IFC-1
Vatical	39



Pokémon Stadium: Round Three

Can't wait to get your hands on the first Pokémon Stadium this March? Well, our lucky friends in Japan have already received two versions of this Pikachu battler, and are about to get another. Word is that a third Pokémon Stadium will be released this fall, with Expansion Pak support—and will be fully compatible with Pokémon Gold and Silver! Will Nintendo bring this potential cash cow over to our shores just in time for the holidays? My Magic Eight Ball points to "Yes!"

The Simpsons Return to the World of Games

Here's a hot rumor right off the shelves—a source at Fox Interactive recently hinted that Bart, Homer, and Lisa will all be on their way back to the world of video games. Back in the 8and 16-bit days of gaming, cartridges based on "The Simpsons" used to sell like hotcakes... so it seems only obvious that Fox would want to bring their hot commodity back, in fully-rendered 3D glory!

Watch Video Tape on Your PlayStation 2?

ON24, an online investment group, published a very peculiar tidbit in their audio investment alert outlining the future of Sony and the PlayStation 2... Not only did the group confirm Sony's plans to open a full Broadband network for the PS2 by early 2001, it also went on to hint at a potential digital video tape player add-on for the next-generation console. Is this yet another 'piece of the pie' of Sony's set-top box goals? It sure sounds like it!

The 'Lion King' Put to Sleep

Four years ago, Nintendo of Japan announced it had secured the rights to "Junguru Taitei," known here in the States as "Kimba the White Lion". We saw some images off a video, but after that, we heard nothing more.

Well, a source close to Nintendo tells GameFan that the big cat's finally been

put down. The game wasn't progressing as Nintendo would've liked, and when push came to shove, the plug was pulled. It's sad, really; "Kimba" was such a cool cartoon when I was a kid, and I'd always kept hope alive that I'd see it again.

First Details on Ready 2 Rumble-PS2-Style

Midway's confirmed that the next version of the boxing sensation Ready 2 Rumble will launch with the PlayStation 2 in the U.S. this fall. The Dreamcast and other platforms are also rumored to receive ports of the sequel, but a final list of supported consoles has not been issued. We are definitely ready to rumble with R2R2...

Midway also confirmed its plans for the oft-rumored Ready 2 Rumble wrestling title, which is expected to be officially unveiled at this year's E3.

Capcom Announces Two New DC Fighters

Well, hand it to Capcom yet againthe company knows how to milk the fighters for boatloads of cash. The latest announcements are of Street Fighter III: 3rd Strike and Justice Schools 2 (Rival Schools in the U.S.) for the DC. Not only will both games be released this year, but (along with the upcoming MVC2 and Power Stone 2) both will feature Internet play, as well. Yes, the old joy of battling opponents via phone (which was actually realized on Genesis with XBAND) will soon become a reality in Japan.

Two New PlayStation 2 Titles from Square!

Square of Japan's announced two new PlayStation 2 titles: All Star Professional Wrestling Ring and Gekikuukan Pro Baseball: The End of the Century 1999. Square's wrestling title's rumored to surface sometime this spring, and will feature professional wrestlers from Japan's pro rasslin' circuits; their baseball title's expected to ship in March, and will feature an unprecedented amount of speech, with an insane number of character animations (3500!). Now where's Tobal 3?

Resident Evil Scratched for Game Boy Color?

Sources close to the Resident Evil Game Boy Color project recently hinted that the survival horror classic might indeed be scratched. But here's the good news-the source also mentioned that a better-looking Game Boy Advance version would replace the current handheld conversion. Word's come out of Japan that Nintendo's next GB may even surpass the Sega Saturn in polygon-pushing power... does this mean we might see a full 3D RE in our hands in the near future? I sure hope so!

More Namco Dreamcast Rumblings

Namco of Japan, which is quickly becoming a staple of each month's OS, has once again leaked further details on upcoming Dreamcast projects. The latest rumored Dreamcast game: a new addition to the Time Crisis series! It's unknown whether the Dreamcast version will be a spiced-up Time Crisis 2, the just-released Crisis Zone, or perhaps a compilation of the two; Namco's expected to announce the oftdiscussed Dreamcast game just days before the Tokyo Game Show this March. Now, how about a Tekken Tag announcement instead?

Halo Confirmed for the PlayStation 2

It's been confirmed that Bungie Software's upcoming PC combat game, Halo, will also be making its way onto the PlayStation 2. It appears that the game (once a coin-tossed rumor with Bungie's oft-discussed potential PS2 port, Oni) will arrive toward the end of this year's holiday season, and will be published by Rockstar Games.

Take Two's First PlayStation 2 Games Revealed

Take Two Interactive has announced the first details and titles of their upcoming PlayStation 2 projects, Midnight Club: Street Racing and Getaway. Both games will be developed by Angel Studios (yes, the same folks that made Ken Griffey Jr. and Resident Evil 2 for the N64), and are scheduled to launch this fall.

Here's a short description of each game provided by Take Two:

- Midnight Club: Street Racing is a game based on illegal street racing; players drive performance-enhanced cars around busy city streets until they're challenged by members of the elusive Midnight Club, then they race at breakneck speeds through the city. Midnight Club: Street Racing's set in some incredibly detailed. realistic three-dimensional models of the world's greatest cities, and will feature single- and multi-player modes, many different vehicles, and some of the greatest car tuning shops in the world.
- Getaway is an open-plan racing game in which players have to deliver contraband goods across borders while evading police and other smuggling operations. Getaway's set in a variety of rural environments, with an incredible new panoramic perspective; the game has a phenomenal physics engine to faithfully re-create the speed and sensation of tearing across the country, through farms, fences and forests, while trying to outrun a variety of enemies. Getaway also introduces fully-interactive, supporting non-player characters to the driving genre, which the player can use to distract and attack his pursuers.

SETTING THE RECORD STRAIGHT

With the dawn of the Internet Age, there's a lot of readily accessible information out there, but how much of it is true? How much of it is regurgitated speculation conjured up from our depraved minds while writing Other Stuff? In this tempest of rumors, amidst this whirlwind of false information, there needs to be a calm in the middle of the storm... a place where we can set the record straight.

Now we love Capcom fighting games just as much as the next guy. Cyberbots, Darkstalkers, and Rival Schools were all highly underrated. Street Fighter II was Eggo's world for a long time. Heck, some of us even championed Plasma Sword and JoJo's, but what is the deal with all this hype about Tech Romancer? Are we the only sane game players left? Outlandish statements such as "Kikaioh [the Japanese name] injects a lot more fun into the gameplay than games like Virtual On: Oratorio Tangram," or "the sleeper

fighting hit of the year." What the hell is wrong with you people?! *Tech Romancer* is an average fighting game at best-definitely not one of Capcom's finer works. The game doesn't deserve to be in the same sentence as VOOT, let alone be hailed as better in any way.

Sleeper fighting game of the year? Perhaps you might want to reserve that distinction for truly worthy candidates like Spawn, Power Stone 2, or Guilty Gear 2. Almost every preview or review out there spends a good portion of the time raving about the mechs and atmosphere. But people, since when did atmosphere make a game? A familiar theme such as mechs can make a game more appealing, but atmosphere does not make a poor game great. It's still a poor game, no matter how much gloss you put on it. Don't be fooled by the hype.

Tales Of The Hardcore

Why would any sane human being pay nearly a thousand dollars for a DVD player? How about a hundred bucks for a near-mint copy of

Radiant Silvergun? How many home consoles do you own that date prior to 1990? If any of these questions pertain to you directly, if in the past year or so you've blown tons of cash on useless items that wind up sitting on your shelves like a bunch of dust-caked museum pieces, if you've got more than five

bids running on eBay consecutively, if you've ever beaten Magician Lord on a single set of lives—consider yourself hardcore... these are your stories.

Want your own hardcore tale of ninja gaming or purchasing stupidity featured in this column? Simply e-mail your buddy Fury and if you're mental enough, if you have the brass to blow an entire paycheck (or two... Sony Vega, anyone?) on a slew of useless goods that only the insane editors at GameFan could appreciate, come forth from under your rock and deliver a tale of hardcore at its best! And remember, stories that involve any cheat codes (up, up, down, down, left, right, left, right, B, A, start) will be tossed to the wayside faster than Cerberus on a blind date. Let the madness begin!!

If you think you're hard-core enough to be featured in the hallowed pages of GF, here's the address to remember: **fury@gamefan.com**, subject line "hardcore." (Be sure to include jpegs of yourself and/or friends to accompany the stories. Makes it easier to laugh at you!)

nn

HARDCORE METER SUBJECT: George Ngo (aka Eggo) USELESS ITEM: Final Fantasy Cactrot Blowup Pal NUMBER OF USES: undetermined (due to an unforeseen blowout in Cactrot's leg... thanks, Fury!)

HARDCORE METER

SUBJECT: Tyrone Rodriguez (aka Cerberus) USELESS ITEM: Panasonic Portable DVD Player NUMBER OF USES: 2.5 (... and one of those occurences was just to see if it still worked.)

Chris Rausch, Designer, Neversoft Born: 9.11.74 Alias/Secret Identity: Team Chicken

My Previous Games include:

Grand Slam (PSX, PC, Sat), Freakboy R.I.P. (N64), Golden Nugget (N64), Tony Hawk's Pro Skater (PSX)

My Current Project is: A really cool one.

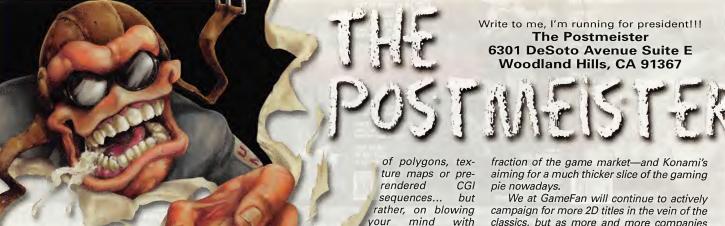
Hobbies: Sports (watching my beloved Angels and Ducks lose year after year), finding new ways to fall off my skateboard, hanging out with my family and friends, playing video games (of course), seeing new bands, and recording voice work (music videos, games, etc.).

Favorite games of all time: Tron, Star Wars, Skate or Die, Excitebike, Thunder Blade, Quake, NFL Blitz, geez... this could go on forever.

Current Favorites: Tony Hawk's Pro Skater (plug, plug), Wrestlemania 2000, Ready 2 Rumble.

About me: Well, let's see, I came into the industry in '93, in the Q.A. dept. at Virgin Interactive. I did the oi' ladder climb there for about a year, and became a lead designer. Over the years, I watched the company go through more changes than my I-year-old's diaper. But, through the five health plans, four buildings, and about fifteen desk locations, I made a lot of really good friends in the industry. It seems to me that about 90% of the industry passed through Virgin at one time or another; I came to Neversoft in Feb. '99 to work on Tony Hawk's Pro Skater. Man, was that a dream come true! Finally, a skating game! Meeting/working with one of my junior high/high school idols was definitely cool, too. I really tested my wife's patience with my crazy hours during crunch times; anyone in games knows exactly what I'm talking about. Anyway, I'm looking forward to an excellent Y2K. See ya!





The NGPC Claims One More...

Postmeister,

Long have I traveled over lofty crags and burning deserts, through nigh-impenetrable jungle and a broken water main in downtown Cleveland, so that I might kneel at your feet and implore you to tell me if I've advanced along The Way. Here is my tale...

I own a Dreamcast and a PlayStation. Before them, a SNES, NES and Game Boy. My first-ever videogame was Asteroids; the vector graphics arcade version, played when I was but a lad. I lived—and reveled in the "glory days" of gaming. With the advent of 32-bit tech, amidst ever more complex games, I began to lose something. The eye candy was grand, the sounds were so good I began buying game soundtracks. And yet, something was missing.

Two weeks ago, I bought a NeoGeo Pocket Color. And I felt as if I had just been awakened. I played Samurai Shodown 2, SNK vs. Capcom, and Metal Slug-and rediscovered what I'd been missing: Fun! Just that, and gameplay; without which, fun is much harder to come by. The games are 16-bit. The color palette, limited. sound, well, bad. But they play like a dream, and are honestly fun, without bleeding-edge graphics or a great deal of "paperwork management," a-la Final Fantasy VIII.

I beg, do not misunderstand me. Righteous games exist on the PlayStation and Dreamcast, and I do enjoy them. However... playing with sprites is something I've missed, where realism can take a back seat to plain entertainment. Have I advanced? Am I closer to where I may one day attempt to take the controller from your fist?

Your humble acolyte, Joe Welke Lakewood, OH

You wish to one day take the controller from my fist? A great many masters have tried, but my Post-Fu fist is smooth to the bone-you are not ready to snatch the pad from my hand yet, Grasshopper. However, you ARE on the path toward complete Postal wisdom. Step one was realizing the sex appeal of the NeoGeo Pocket Color; this is a real man's gaming system, with hard core games that appeal to our unique sensibilities. These titles recall a simpler time, when the focus of video games was not on the number

SNK truly does love us. Your advancement in the Postal arts has taken you down a treacherous, winding road... and the NeoGeo Pocket Color is but a first step in your journey to enlightenment. You have started out on the right foot, though! With excellent nutrition (including a diet high in preservatives and frozen goods, eliminating canned meats of any kind), and the diligent training of both body and spirit, one day you may pass the seven trials to meet me on the peaks of gaming wisdom, in a battle for the coveted title of Post-Fu Grandmaster. It is a task none have completed; but with NGPC in hand, you may have what it takes. Game on, young acolyte... and remember: True mastery lies within!

Will Konami Resurrect Dracula In 2-D?

Posty,

2D is dead. I am a lost gamer searching for 2D. I must have a 2D Castlevania. The N64 Castlevania games are rotten. Would someone please wake Konami up? Would you please call upon your mighty Postal powers and force Konami to make a Castlevania worthy of the name? I just revisited Symphony of the Night, and I'm afraid I'll be disappointed with the new Resurrection (although the pics look good). How about trashing the 3D engine and resurrecting some 2D gameplay, Konami?

Ty Keller Kent, OH

Though my influence in the world of games cannot be underestimated, I'm afraid that Konami has resisted my persistent threats to do them bodily harm, refusing to develop one of those tasty, hand-crafted Castlevania gems we all love so much. Seems the company believes there's no money in 2D anymore... and looking at the mediocre sales of their shockingly delicious Symphony of the Night, they might be right. This company is making all of their money on "interactive music" titles for the arcade, and their 3D titles sell well, so what's the incentive to lovingly and painstakingly hand-craft another 2D Dracula epic? Unfortunately, the proof is in the rancid, month-old pudding here, folks... even if every hard-core gamer buys a 2D Castlevania game, that's still only a

classics, but as more and more companies make the move toward the third dimension. and as more gamers start demanding that they do so, the rarer those amazing handdrawn masterpieces of yesteryear will become. Soon, they'll be extinct... all in the name of money. We will keep trying to create new hardcore gamers out of each generation that joins the gaming hobby, but the new breed has been raised on polygons... and they do not know the beauty and grace that 2D can provide. You can lead a horse to water, but you can't make him drink-and while you and I may have an unquenchable thirst for the second dimension, we are a breed that is quickly becoming extinct, as new gamers join the fray without any knowledge of the "good old days." Weep for the industry... we toil in the twilight of 2D gaming!

The Haunting Strains Of The Undead

Hey Posty,

with

games that played

flawlessly and enter-

tained for hours. All this.

in a bite-sized morsel you

can take with you anywhere...

I am a huge fan of Castlevania's music. I decided to do something about it, so I went to an importer on the internet and ordered an album. The problem is, I thought it would be re-recorded stuff with real bands. Well, it was actually recorded right off of the SNES and Game Boy. I know that versions of these songs exist featuring real bands-I have heard them. Is there any way of knowing what you're getting before you order from an import shop? Do you know the titles of any great Castlevania music CDs off the top of your head? And finally, what are the chances of a 2D Castlevania on the Game Boy Color?

Thanks, Mike Tate

It seems that the vampire slaying classics weigh heavily on the minds of Post-Fu students everywhere this month... and rightly so. But among all Castlevania fans, the universally accepted truth is that very few game franchises can rival, let alone exceed, the consistently amazing soundtracks that Konami's musicians have orchestrated over the years. But you must be educated when selecting a soundtrack on import, because as Little Man Tate has learned the hard way, it's tough to know what you're getting before the package arrives. There are plenty of Castlevania soundtracks out there to muddy the waters, too... from straight transfers of the in-game music, to re-mixed techno versions, all the way down to symphonic editions recorded by a complete orchestra.

Typically, the name of the CD itself will tell you what type of soundtrack you're get-

ting. The word "Remix" speaks for itself... these are the original game tracks, digitally remixed and sampled by a variety of musicians. An "Orchestral," or "Arranged" version refers to a CD with tracks from the game which have been recorded by a symphony orchestra, and are typically the most popular renditions of game music... for obvious reasons. It's pretty tough for a PCM chip to rival the blistering aural assault of the London Philharmonic. Soundtrack" is the term usually used to let you know that you're buying a bare-bones, straight-from-the-game audio CD. When in doubt, ask a few online soundtrack retailers... it's their job to know these things. For my money, though, it's real tough to beat the Symphony Of The Night soundtrack.!

As for a new Castlevania for the diminutive giant, Game Boy Color, there's been no announcements from Konami about one. Of course, you can still play the oldies but goodies on your new colored handheld, and the Super GameBoy codes will colorize it... but as I already told our friend Joe, Konami doesn't seem real intent on keeping the 2D

franchise on life support.

Gaming Goes Underground

Greetings from the city of Mud, deep below the earth's crust. My name is Crystania and I wish to ask Sir Postmeister a few questions.

1. How might a ground-dweller, such as myself, obtain the original D for Saturn? 2. Is the sun real, or merely a myth conjured

up to frighten us?

3. Rumor has it that Nintendo's Dolphin will be released before the PlayStation 2. Is this true?

4. Sir Postmeister, men with your dashing good looks are considered gods in our female-only society.

5. I have played Final Fantasy 1, 2, 3, 5, 6, 7

and 8. Where is number four?

Crystania The City Of Mud

Ahh, a fellow cave dweller! Though it took time for me to acclimate myself to my dank, cavernous abode, I know realize that I could make my home nowhere else. It sounds as

though your little society could use a visit from the master of Post-Fu... and perhaps one day, I will make your peoples' dream a reality, gracing your presence with my rapier-like wit, keen intellect, ripped physique and flawless oral hygiene. But for now, a few answers will have to suffice... because that's why you came, and that's why I'm here.

1. If I've said it once, I've said it a couple of times... it's all about eBay when you're looking for those hard-to-reach items. As of this writing, there are four copies of this game up for auction... some going for as low as \$7.00 hard currency! Looks like that's your best bet. Beware the evil eBay bug, though-if you're bitten, you may find yourself spending countless hours staring slackjawed at auction listings, spending all your hardearned cheddar on items you don't need. Just ask ECM and online editor,

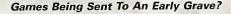
2. The mythical sun is very real, and its scorching rays have been known to turn many Southern California women into leathery-looking Hags when Sea exposed to their drying effects for too And trust me long. when I tell you, a Sea

Hag is a frightening thing, indeed! 3. There is no truth to it. Such rumormongering is hardly becoming a mud-person of your stature!

4. Though this is not so much a question as a statement of fact, it serves as incentive for me to schedule a trip to the City of Mud as soon as possible. Actually, I have two tickets to your underground paradise; I've packed my bags, and I'll be leaving tonight...

5. I have it—and I'm thinking of putting it

up for auction on eBay...



Post-Fu master, I was wondering what's up with the graveyard section of GameFan. The only games that it shows are the early 32-bit games. They should show the classic, the 8- and 16-bit games, like Zelda: Adventures of Link, Castlevania: Simon's Quest, Metroid, Master Blaster, Rygar, Ghosts 'N Goblins, Strider, and Sword of Vermillion. These are the games that bring back my fondest memories. These are the games that I lived for, the games that grabbed ahold of me and took me to a different time, a different place. Playing these games was like reading a good book (Lord of the Rings), with you as

> main character. the These are the games that started it all. Sure, Atari was the first, but not until the NES did video games come alive for me. It seems like people have forgotten the true roots of video games; hopefully GameFan has not. GameFan was the first video game magazine that I became loyal to, (except Nintendo Power, because it was the only mag in the '80s) and I have collected everv issue since Vol.1, Issue 8. GameFan was my main source of reading materithroughout high school. So if you could, pass this along through



Marian Churchland e-mailed us this fine rendition of the Grandia crew poised for action. Good work, Marian... keep 'em coming!

GameFan and hopefully we will see some true classics brought back from the grave.

Richard Gibbs Via the Internet

Over the years, the hallowed soil of The Graveyard has been tread by a great many games... but the sole requirement for their presence was never their age. Many titles go to the graveyard at a very young age, having never tasted the cold steel of a game store's shelf. We resurrect games for our Graveyard section that we feel were overlooked, never received respect they deserved,

and in some cases, were never even released for public consumption. It isn't an excuse for us to cover old ground by digging up the classics, it's a shrine to unheralded titles we want to bring to your attention. We are hard-core, there's no doubt about it... but GameFan is all about what's new and hot, and though we love to reminisce about the "good old days" and recount past battles, both won and lost, we know that we live in the Y2K, and people want to know what delights await them in the new millennium, not what they left behind in the last one. There are plenty of "classics" fansites on the Internet that serve this purpose better than The Graveyard ever could.

Even A Spaz Needs A Little Love...

Sup Posty!

I don't have much of a rant but rather a compliment. Tell me, who has been doing this incredible cover art for your magazine? I mean, I just went into work one day (Babbage's, mind you), and here was a magazine with this gorgeous Fear Effect drawing on it. I mean here it was, this magazine with a beautiful HAND DRAWN cover amongst all of these other magazines with CG covers of upcoming products and even one with a celebrity on it. Thanks so much for such a great mag, and PLEASE keep the awesome covers coming!

.lon Via the Internet

Our covers are crafted by the lovely and talented Patrick Spaziante, lovingly known as "Spaz" among the art department here at GameFan HQ. Not only are his graphical stylings easy on the eyes, but the guy is known for his ability to create some seriously mind-bending covers in world recordbreaking times. His graphite gymnastics are renowned among Sonic The Hedgehog fans, as he has been drawing that book for Archie Comics for years (which granted him the ability to create the best Sonic Adventure cover the world has ever seen for last year's June issue). He will be thrilled to hear that you're enjoying his work!



Final Fantasy weighs heavily on the mind of Kelly Adams, who mailed in this anime-inspired art, with her compliments.



Place your order on our TOLL FREE ORDER LIN

Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call of visit www.gamecave.com for details. Artwork copyright their respective companies. All rights reserved

PlayStation 2 PlayStation 2 PlayStation 2



GP 500 Import PS2



Street Fighter EX3 Import PS2



Tekken Tag Tournament Import PS2



Ridge Racer 5 Import PS2



The Bouncer Import PS2



Oddworld: Munch's Oddyse Import PS2



Call or visit gamecave.com for details







Upcoming Import Releases

1 on 1 Government
3D Golf
3D Real Drive
500 GP
American Arcade
Armored Core 2
A-Train 6
Baki the Grappler
BBD 2000
Billiards Master 2
Bio Hazard Series
Bloody Roar 3
Boku To Mach (The King And I)
Bust a Move 3
Cool Boarders
Oark Cloud
Densin De Go
Drum Idnia
Eternal Ring
Evergrace
Ever F-1
Fantavision
Fighting Illusion K-1 Grand Prix
Fighting QTS
Fiy High
FX Pilot
Golf Paradise
Gradius 3 & 4
Gran Turismo 2000
Grappler Baki

Jort Releases

I.Q. Remix
Jikkyou Powerful Pro Baseball 7
Jikkyou World Soccer 2000
Kessen
Kunai
Lake Masters EX
L'Arc-En-Ciel
Mobile Suit Gundam
New Ridge Racer
Oni Musha
Panic Surfing
Perfect Golf 3
Popolocrois 3
Primal Remain Surfing
Surfing Shard Name
Surfing
Surfing
Sold Surfing
Sold Surfing
Sold Surfing
Solash Dive
Star Ocean 3
Street Fighter EX 3
Tekken Tag Tournament
The Bouncer
Tuning Car Race Game
Unison
Wild Wild Racing
World Neverland 3
WRC
Xfire Cross Fire

Video Game System Packages





Get a NeoGeo **Pocket System** (your choice of color) w/ Metal Slug 1st Mission for only

>\$89.99





Get a Dreamcast System w/ WWF Attitude & 1 Pelican 4X Genuine Memory Card for only

🗘 \$259.99



Visit Our Site OOO Online Ordering - Reviews - Previews - Pictures - Movies - Codes

or questions call us on our INFORMATION LINE

scials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call or t www.gamecave.com for details. Artwork copyright their respective companies. All rights reserved.



U.S. Dreamcast

s Fishing zerk ssar's Palace 2000 k Angel. Vampire Apocalypse ad or Alive 2
ep Fighter
loonous: Cult of the Wyrm
W. Hardcore Revolution

W. Hardcore Revolution pionage Agent PN Baseball Tonight PN NBA 2 Night thing Force 2 A 2 (den & Dangerous Iden & Dangerous den & Dangerous day of Kain: Soul Reaver JK2

NFL Blitz 2000 NFL Quarterback Club 2000 Nightmare Creatures 2 Off Road Plasma Sword \$42.99 \$44.99 \$39.99 \$42.99 \$33.99 \$45.99 \$39.99 Rayman 2 Resident Evit. Code Veronica Roadster Trophy \$42.99 \$39.99 \$46.99 \$38.99 \$43.99 \$33.99 \$42.99 \$36.99 \$36.99 \$49.99 \$45.99 Seaman Street Fighter Alpha 3 Striker Pro 2000 Tech Romancer Tomb Raider. The Last Revelation Toy Story 2 Virtua Striker Wetrix Wild Metal Country WWF Attitude



40 Winks
Battlezone 2
Big Mountain
Gernagedon
Garnivale64
Cyber Tiger
Donkey Kong 64
Fighter Destiny 2
Hydrothunder
International Track & Field 2000

MK Special Forces

\$45.99 NBA in the Zone 2000 Call NHL Blades of Steel 2000 \$45.99 Perfect Dark \$45.99 PGA European Tour Call Rat Attack \$45.99 Starcraft 64 \$57.99 Super Bowling 64 \$45.99 Toy Hawks Pro Skater Call Top Gear Hyperbike \$43.99 Worms Armageddon

U.S. Nintendo 64

Specail Offer! Get Tomb Raider: Last Revelation for Dreamcast w/ a Tomb Raider wallscroll for only **\$49.99**

U.S. PlayStation

\$34.99 | Iron Soldier 3 \$35.99 | Lego Rock Raiders \$35.99 | MK Special Forces \$32.99 | Need for Speed 5 \$34.99 | Need for Speed Porsche Unleashed \$34.99 \$35.99 \$34.99 \$36.99 \$33.99 \$34.99 \$33.99 \$33.99 \$33.99 \$33.99 \$33.99 \$30.99 \$30.99 \$30.99 \$30.99 \$30.99 Ace Combat 3 Army Men: World War Battletanx Global Assa esars Palace 2000 Need for Speed 5 Need for Speed Porsche Un NHL Rock the Rink Nightmare Creatures 2 Paper Boy Rally Championship Reel Fishing 2 Rugby 2000 Sim Theme Park Street Sk8er 2 Teletubbies Camivale
Championship Bass
Disney World Racing
ESPN Major League Soccer
Extreme Hockey. Rock the Rink
F1 2000 Family Game Pak Flintstones Bowling Formula One Championship Front Mission 3 Treletubbies
Triple Play 2001
Tron Bonne
Ultimate Bass Challenge
WWF Smackdown! Galerians Gauntlet Legends Gekido High Heat Baseball 2001



Berzerk (U.S. Dreamcast)

\$41.99



D2

(U.S. Dreamcast)

(U.S. Dreamcast) \$43.99

ECW Hardcore Rev.



R.E. Code Veronica (U.S. Dreamcast)

\$42.99



Tony Hawks Pro Skater (U.S. Nintendo 64)

\$45.99



\$43.99 \$43.99 \$57.99

Call \$32.99 \$47.99 \$39.99 \$45.99 \$45.99 \$45.99 \$40.99

Perfect Dark (U.S. Nintendo 64)

\$57.99



Ace Combat 3 (U.S. PlayStation)

\$34.99

MK Special Forces

(U.S. PlayStation)

\$34.99



WWF Smackdown! (U.S. PlayStation)

\$36.99



Front Mission 3 (U.S. PlayStation)

\$34.99

Import Dreamcast

ero Dancing Todoroki's HD I Japan Pro Wrestling 2 angaio erserk o Hazard: Code Veronica ack Matrix AD arrier

ack ivalue AD
arriariar
ancing Blade Complete
eath Crimson 2
200 the Dolphin
temal Arcadia
1 World Grand Prix
eist Force
iga Wing
randia 2
unbird 2
undam SS 0079
iyyuu No Ken Retsuden

\$54.99 Jo Jo Adventure
\$54.99 Langrisser Millenium
\$4.99 Lune Caster
\$54.99 Mexicus Retty
\$54.99 Mexicus Retty
\$54.99 Mexicus Retty
\$54.99 Parzer Front
\$48.99 Power Stone 2
\$44.99 Revive
\$54.99 Space Channel 5
\$54.99 Space Channe \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99 \$54.99



Get your choice of DBZ Legends, DBZ Final Bout or DBZ Ultimate Battle 22 for only

\$32.99





Beast Wars Metals Beatmania 5th Mix Bio Hazard Gun Survivor Chocobo Collection Chocobo Stallion Countdown Vampires
Dark Tales from the Lost Soul
DDRevo Append Club Ver. Devilman Dewprism
Dragon Quest 7
Dragonball Final Bout
Dragonball Z Legends
Dragonball Z Legends
Dragonball Z Legends
Dragonball Z Legends
Dragonball S U22
Exciting Bass 2
Fire Pro Wrestling G
Front Mission 3
Gaia Master

Harlem Beat Jo Jo Adventure King of Fighters 99 King of Fighters 99
Koudelka
Legend of Mana
Macross Tire Love Song
Macross VFX 2
Macross VFX 2
Monster Farm Battle Card
Patiabor the Game
Popolocrosis 2
Psychic Force 2
Ray Blade
Rockman 5 Special
Rockman 6
Vagrant Story
Valkyrie Profile
Wild Arms 2 \$58.99

\$58.99 \$58.99 \$58.99 \$58.99 \$58.99 \$54.99 \$54.99 \$54.99 \$54.99 \$58.99 \$58.99 \$58.99 \$58.99 \$58.99 \$58.99



Ecco the Dolphin (Import Dreamcast)

\$54.99



Rainbow Cotton (Import Dreamcast) \$54.99



Power Stone 2 (Import Dreamcast)

\$58.99



All Japan Pro 2 (Import Dreamcast)

\$54.99



\$58.99 Import DC







Resurrection

Resident Evil: Code Veronica The mother of all horror games has arrived. Cap your way to victory in a raging fury of hell bent, ammo spending, limb removing, head blowing, torso chopping carnage!









Street Fighter EX2 (Import PlayStation) \$59.99

Parasite Eve 2 (Import PlayStation) \$59.99



Vagrant 9 (Import Plays \$59.



King. \$58,99



Place your order on our TOLL FREE ORDER LIN

Specials are limited to stock on hand and in most cases quantities are limited, Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer system visit www.gamecave.com for details. Artwork copyright their respective companies. All rights reserved.



Available Colors

- Clear Purple
- Clear
- Green Yellow



U.S. systems also available. Visit our web site at www.gamecave.com or call for available colors.

Import Game Boy Color System These import versions of the world's

most popular hand held system will play Japanese AND American games. With hundreds of games to choose from and at a price like this, now there's no reason not to own one.

Available Colors

- Anthracite
- Blue
- Clear
- · Ocean Blue
- · Platinum Silver
- Stone Blue

NeoGeo Pocket Color System

NeoGeo Pocket Color's 16 bit CPU generates unbelievable graphics and superior game play. Loads of awesome games to challenge and entertain everyone of all ages. Pack your Pocket for infinite fun to take anywhere. Get Pocket Power!

Available Colors

- · Frozen Mint
- · Sherbert Melon
- · Skeleton Black Skeleton Green
- · Soda Blue



WonderSwan System

Squaresoft, Namco, Konami, Bandai... They're all here. You know if the big boys have signed on that this baby rocks. Ghouls and Ghosts, Evangelion, Beatmania, Klonoa, just to name a few... WEEEEE!

Portables • Portables • Portables **Portables** Portables •

Game **Bou Color**

AMF Bowling Army Men \$23.99 \$23.99 \$24.99 \$24.99 \$21.99 Battletanx Bubble Bobble Bugs Bunny 4 Carmageddon Camivale NBA Showtime NHL Blades of Steel 2000 \$21.99 \$23.99 \$25.99 \$18.99 \$23.99 \$21.99 \$23.99 \$23.99 Paper Boy Polaris Snow Cross 2000 Pro Darts Polaris Snow Cross 2000
Pro Darts
Rainbow Six
Rainbow Six
Rainbow Six
Rainey Racing
Rayman 2
Some Robot Golf
Thrashers Skate & Destroy
Tomb Raider
Top Gear Pocket 2
Towers: Lord Baniffs Revenge
Triple Play 2010
Vegas Games
VR Powerboat
WCVW Mayhem
Wicked Surfing
Xena Camivale Casper Dark Angel: Anna's Quest Darts F1 World Grand Prix 2 Frisbee Golf International Rally Jack Nicklaus Golf Jimmy White's Cue Ball LUFA M/R Battle Card M/Rafical Drop MR Battle Card
Magical Drop
Metal Gear
Microsoft Entertainment Pak
Microsoft Puzzle
Millennium Winter Sports

NeoGeo Pocket

Baseball Stars	\$27.99	Metal Slug 2nd Mission (Import)	\$39.99
Beat Busters (Import)	\$39.99	Neo Cherry Master	\$28.99
Biomotor Unitron	\$31.99	Neo Mystery Bonus	\$28.99
Bust-A-Move	\$27.99	Neo Turf Masters	\$31.99
Crush Roller		Pac-Man	\$26.99
Digital Primate (Import)	\$39.99	Puyo Pop	\$27.99
Dragon's Wild		Puzzle Link	\$27,99
Fatal Fury First Contact	\$31.99	Rockman Pocket (Import)	\$39.99
King of Fighters Adv. (Import)	\$39.99	Samurai Shodown 2	\$31.99
King of Fighters R2	\$31.99	SNK vs. Capcom (Import)	\$39.99
Metal Slug 1st Mission	\$31.99	Tennis	\$26.99

Destruction 10 11 D			
Beatmania Mini w/ Scratch Pad	\$49.99	Langrisser D	\$39.99
Chocobo Dungeon	\$39.99	Macross World	\$39.99
Evangelion	\$39,99	MSVS Gundam	\$39.99
Ghouls & Ghosts	\$39.99	Pocket Fighter	\$39.99
Klonoa of the Wind	\$39.99	Rockman & Forte	\$39.99

Guides







NFL 2K Pac-man World 20th Anniversary Pokemon Trading Card Game Power Stone Power Stone Rayman 2 Ready 2 Rumble: Boxing Resident Evil 3 Nemesis Rocket: Robot on Wheels Tomorrow Never Dies Vandal Hearts 2 Wrestlemania 2000 Xenogears

Accessories • Accessories • Accessories • Accessories • Accessories

Dreamcast

InterAct AC Cable	\$6.99	Nyko RF Game Switch	\$8,99
InterAct Astro Pad	\$21.99	Nyko S-Video Cable	\$8.99
InterAct AV Cable	\$7.99	Pelican Extension Cable	\$7.99
InterAct Quantum Fighter Pad	\$24.99	Pelican RF Switch	\$5.99
InterAct RFU Adapter		Pelican S-Video Cable	\$6.99
InterAct S-Video Cable	\$7.99		









\$7.99 Pelican Extension Cable for Dreamcast



PlayStation

InterAct AC Cable	\$3.99	Nyko Multi-Tap Adapter	\$18.99
InterAct MultiPlayer Adpater	\$18.99	Nyko Super Cobra Light Gur	\$28.99
InterAct RFU Adapter	\$7.99	Pelican 72x Memory Ca	r\$33.99
Nyko AV Adapter	\$6.99	Pelican Light Gun	\$12.99
Nyko Classic Trackball	\$29.99	Pelican S-Video Cable	\$6.99
Nyko Extender Cable	\$7.99	Pelican X-Wing Controlle	er \$7.99



Nyko 1 Meg Memory Card for PlayStation



Nyko Multi-Tap Adapter for PlayStation



Pelican Light Gun for PlayStation



Pelican GT2 Racing Wheel for PlayStation



Pelican X-Wing Controlle for PlayStation

Nintendo 64

InterAct AC Cable	\$12.99	Nyko Hyper Alpha 64	\$29.99
InterAct Extension Cable	\$7.99	Original Controller	\$27.99
InterAct Tremor Pack		Original Controller Pak	\$19.99
Nyko AC Power Adapter	\$18.99	Pelican AV Cable	\$7.99
Nyko Extender Cable	\$4.99	Pelican Memory Card 2561	× \$7.99
Nyko Game Switch	\$5.99	Pelican Super 64 Analog	\$21.99



Nintendo 64 & PlayStation



for Nintendo 64



for Nintendo 64



for Nintendo 64



for Nintendo 64

Game Boy

Game Boy Color

InterAct Game Shark	\$21.99	Nyko Shock 'n Rock	\$19.99
InterAct Mega Memory Card	\$24.99	Nyko Worm Light	\$8.99
Nyko Pocket Vision	\$6.99	Pelican AC Adapter	\$5.99
Nyko Power Grip	Call	Pelican Link Cable	\$6.99
Nyko Power Pak	\$14.99	Pelican Rechargeable Battery	\$7.99
Nyko PowerLink	\$5.99	Pelican Survival Kit	\$24.99





\$24.99 Pelican Survival Kit

for Game Boy Color

2nd Grip not included Pelican Power Grip

system not \$16.99 \$6.99 Pelican Light Magnifier for Game Boy Color for Game Boy Color

Visit Our Site OOO Online Ordering - Reviews - Previews - Pictures - Movies - Codes

for Game Boy Color

or questions call us on our INFORMATION LINE

Windows

) Years of Field & Stream len achronox
7 Flying Fortress laze & Blade laskneck answick Pro Pool 3D 2 yelas Big Game Hunter 3 Exp. Pack bela's Grand Slam de Name Eagle poo 2 goer Extreme Whitewater rik Reign 2 wn of War 19 Hard Trilogy 2 treme Drag Racing kk 2 Heavy Metal ants man: Codename 47 perial Conquest Seyord or Seyord Crist Seyord Cri \$77.99 MLB ESPN. Sports Center \$15.99
\$45.99 MTV Music Generator \$26.89
\$33.99 MTV Ausic Generator \$26.89
\$33.99 NHRA Extreme Drag Racing \$26.39
\$21.99 Official Formula One Racing 99
\$22.99 Official Formula One Racing 99
\$21.99 Official Formula One Racing 99
\$21.99 Prince Express \$17.99
\$18.99 Prince Naseem Boxing \$26.59
\$17.99 Pro Ro 3D 2
\$13.99 Pro Pool 3D 2
\$13.99 Prince Add \$13.99
\$13.99 Pro Pool 3D 2
\$13.99 Pro Pool 3D 2 \$18.99 \$17.99 \$17.99 \$40.99 \$26.99 Rancho Extreme 4x4
Reach for the Stars
Rising Sun
Risk 2 de Name Eagle 544,99 Fanchor Exterine 4X4 20 20 2 2 25.99 Reach for the Stars 25.99 Reach for the Stars 51.99 Reach 62 Reach 51.599 Star 5 \$38.99 \$32.99 Call \$40.99 \$34.99 \$44.99 \$44.99 \$44.99 \$37.99 \$41.99 \$42.99 \$44.99 \$37.99 \$41.99



As one of five distinct character types, explore the world of Diablo II, journey across distant lands, fight new villains,





GAME CAVE



DVD Abyss Affair To Remember Affer Shock Affer Shock Affer Shock Affer Shock Bad Boys 1983 Bad Leutenant Bandits Bats-Special Edition Bear Best Laid Plans Best Man Big Squeeze Birdy Brokedown Palace Catnapped-Move Color Of Money Coy In The Widerne: Color Of Money Cry In The Wilderness Cybernetics Guardian Dancemaker Desert Thunder Destroy All Monsters Directors-Sydney Pollack Dog Of Flanders Double Jeopardy Drive Me Crazy Extremely Goofy Movie \$13.99 Joseph/Dreamcoat \$17.99 Just Write \$20.99 Key Largo \$17.99 King Of Masks

	I	Movies			
99		La Collectionneuse	\$20.99	Ray M-Prophet Of The Avant-Garde	\$17.99
99		Little Bit Of Soul	\$20.99	Red Shoe Diaries-Girl On A Bike	\$17.99
99		Lock Up	\$17.99	Red Shoe Diaries-The Game	\$17.99
99		Lonesome Dove	\$23.99	Revival Of The Dead	\$17.99
99		Love Is A Many Splendored Thing	\$14.99	Revolutionary Girl Ulena-Rose Collection 2	\$23.99
99		Lured Innocence	\$17.99	Sakura Dianes-V01	\$14.9
99		Martha Argerich & Friends	\$20.99	Scooby-Original Mysteries	\$14.9
99		Miami Rhapsody	\$17.99	Snl-Best Of Chris Rock	\$17.9
99	ш	Mr. Jealousy	\$17.99	Snl-Best Of Dana Carvy	\$17.9
99		Mr. Smith Goes To Washington	\$16.99	Star Is Born	\$14.9
99		Mtv-Unplugged-Ballads	\$13.99	Star Trek Original Ser V06	\$11.9
99		Mtv-Unplugged-Soul Of R&B		Stealth Fighter	\$17.9
99		Murder 101	\$10.99	Stigmata	\$14.9
99		Muse	\$14.99	Story Of Us	\$14.9
99		My Little Assassin	\$13.99	Suburbans_	\$14.9
99		Night Vision		Tail Lights Fade	\$17.9
99		Omega Man	\$11.99	Tierra	\$20.9
99		One Hundred & One Nights	\$20.99	Tom & Jerry-Greatest Chases	\$14.9
99		One Mans Hero	\$14.99	Top Dog	\$13.9
99		One Mans Justice	\$17.99	Total Recall 2070	\$17.9
99		Out Of Africa (Collector'S Ed.)	\$17.99	Truman	\$11.9
99		Outrageous Fortune	\$17.99	Vendetta	\$11.9
99		Permanent Midnight	\$17.99	War Lord	\$10.9
99		Poitier S-One Bright Light	\$17.99	West New York	\$14.9
99	1	Pokemon-Charizard		When A Man Loves A Woman	\$17.9
99	1	Pokemon-Totally Togepi		Whos Harry Crumb	\$11.9
99		Random Hearts	\$14.99		
	J	L			

Art Books • Art Books Art Books • Art Books • Art Books •



Dragonball Z World

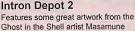
Contains a collection of Akira Toriyama's best artwork from Dragonball Z, Dragon Quest and Dr.

\$23.99









S\$39.99



Evangelion Special Collection

Features tons of great full color, full sized images from the anime series.

S\$32.99





Action Figures Action Figures • Action Figures Action Figures



Final Fantasy 8 **Guardian Series 2**

Shirow.

1. Gilgamesh \$24.99 \$24.99 2. Diabolus

3. Bahamut \$24.99

4. Shiva \$11.99















Place your order on our TOLL FREE ORDER LIN

Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call visit www.gamecave.com for details. Artwork copyright their respective companies. All rights reserved.

Import Music • Import Music • Import Music



Tekken Tag urnament Original \$19.99

Ace Combat 3:

Electroshpere

\$19.99

& DRAGONBALL Z



Orchestra Version \$19.99



Chrono Trigger Brink of Time \$19.99

lain



Soul Calibur Original



Evangelion S2 Works 6CD \$72.99



Final Fantasy 4 Celtic Moon \$19.99



Chrono Cross Original Call

WILDARMS

Wild Arms

Original

\$19.99

Spriggan

Anime Orig.

\$19.99



House of the Dead 2 Orig. \$19.99

Princess

Mononoki Orig.

\$19.99





Rocket Team \$19.99



Silent Hill Original



Story Orig. 2CD



\$32.99



New Best Seller Special Game Cave's best selling CD o '98-'99 was Final Fantasy 7 Original. Since then a new champion has risen. A musical

masterpiece.

Bio Hazard 3:

Last Escape Original

LAST ESCAPE

Digimon World Original

"Arc the Lad" soundtrack complete

Arc the Lad 1&2

Original 2CD

\$32.99





Dragonball &

Dragonball Z 5CD

Blue Stinger Original \$27.99

s 2nd

Drig.

111111

\$23.99



Samurai Spirits 2 **OVA Original** \$14.99



Serial Experiments

Lain Bootleg

\$17.99

Ghost in the Shell **Anime Original** \$28.99



Tales of Phantasia 2CD \$32.99



Five Star

Stories

Zelda 64 Hyrule Symphony \$23.99



Original \$12.99



Online Ordering - Reviews - Previews - Pictures - Movies - Codes

or questions call us on our INFORMATION LINE

1-626-930-1300

Wallscrolls • Wallscrolls • Wallscrolls





Final Fantasy 8 #14 \$17.99



Final Fantasy 8 #13 \$17.99



Evangelion \$19.99



Dracula X \$19.99



Dragonball Z \$14.99



Evangelion \$17.99



\$19.99



Fushigi Yugi \$19.99



Dragonball Z \$14.99



Ghost in the Shell \$17.99



Macross \$19.99



Sailormoon \$19.99



Sailormoon \$19.99



Samurai Shodown



\$17.99



Dragonball Z #18 \$14.99



\$19.99



\$19.99



Evangelion #43 \$19.99



\$16.99



Ghost in the Shell #16 \$17.99



King of Fighters #15 \$19.99



#15 \$19.99



\$19.99



\$19.99



Digimon \$19.99



\$19.99



Evangelion \$19.99



Queen Esmerelda \$19.99



\$19.99



\$16.99



\$17,99



